

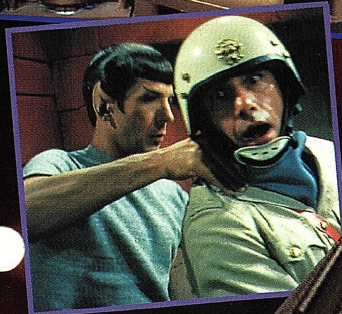


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Mag-lev control center



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An expert in hand-to-hand combat

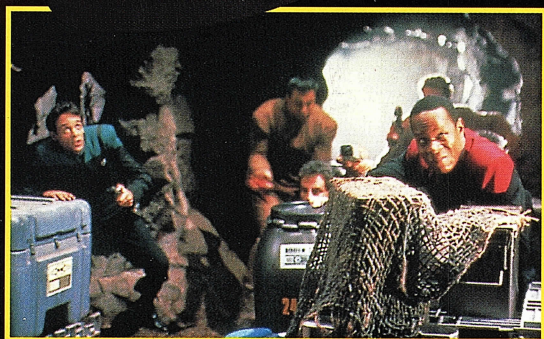


Meet Erika Benteen
Duty comes before friendship

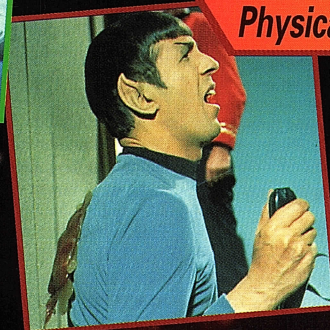
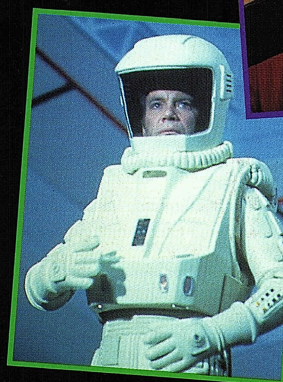
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A walk in the vacuum of space

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Trouble from terrorist organizations

Denevan Neural Parasites
Physical possession through pain



DELTA FLYER: Schematics
Designed for the Delta Quadrant



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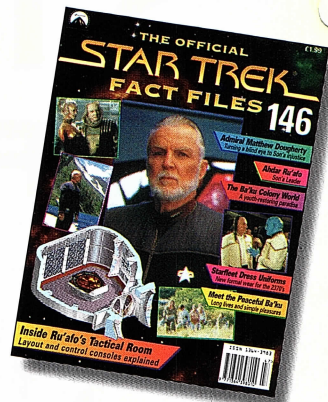
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'The Mind's Eye'/'In Theory'
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THE UNITED FEDERATION
OF PLANETS

The Guide to the STAR TREK Galaxy

FILE 7

CARD 7



THE UNITED FEDERATION
OF PLANETS

TERRORIST THREATS TO THE FEDERATION

Since its inception in the 22nd century, the United Federation of Planets has strived to maintain peace within its borders, despite various terrorist factions which have rebelled against its policies.

Terrorist activities against the United Federation of Planets rarely occur, but when they do they can be an extremely hazardous threat, and are regarded with the utmost seriousness by **Starfleet**. Thanks to the skill of Starfleet's personnel, however, and the technological advantage the organization often has over activist groups, many perpetrators of such crimes are brought to justice.

Terrorist activity is usually directed against Federation installations rather than personnel, although there have been occasions when attacks have been mounted to prevent certain events from taking place. In 2267, such an incident occurs when the **U.S.S. Enterprise NCC-1701** is attacked by an **Orion Vessel** during a mission to convey a delegation of ambassadors to the **Babel Conference**. Additionally, on board the **Enterprise**, the **Tellarite Ambassador Gav**

is murdered. Investigation of the two incidents by **Enterprise** personnel reveals that both are part of an Orion scheme intended to stop the planet **Coridan**'s admission into the Federation. Fortunately, the intervention of the **Enterprise** allows the talks to proceed unhindered.

Insane insurrection

In 2268, members of the **Enterprise** crew are subjected to another threatening situation upon arrival at the Federation rehabilitation colony on the planet **Elba II**. In this instance, one of the colony's inmates, former Starfleet captain **Garth of Izar**, succeeds in overpowering the facility's staff. This is due in part to a cellular metamorphosis technique he had been taught on **Antos IV**, which also gradually rendered him insane. The madman's plan almost succeeds, but **Captain Kirk** manages to subdue the rebellion and prevent the former fleet captain from

▶ **Troglyte Disrupters from Ardana attack Starfleet officers Kirk and Spock in 2369. Their protest eventually leads to improved conditions for their people.**

commandeering the **Enterprise**, even after Garth replicates Kirk's form.

In 2269, the crew of the **Enterprise** defuse another volatile situation when they arrive at the beautiful cloud city of **Stratos**, hovering in the skies above the planet **Ardana**. Ardanan society is divided into two distinct classes: the content cloud city dwellers, and the **Troglytes**, who endure the terrible conditions while working in the planet's **zenite** mines. When Kirk and **Commander Spock** arrive on **Stratos**, the city is disrupted by acts of terrorism committed by a group of Troglytes called the **Disrupters**. The landing party learns that the Troglytes are suffering from the debilitating effects of zenite gas; the dispute is resolved when the Starfleet officers ensure that all the workers are supplied with filter masks.

In 2287, a hostage situation occurs on the



planet **Nimbus III**, also known as the **Planet of Galactic Peace**. A delegation of ambassadors from Earth, **Qo'noS**, and **Romulus** are held captive by the rebellious **Vulcan, Sybok**. An attempt to free the captives by the crew of the **U.S.S. Enterprise NCC-1701-A** fails after the hostages are brainwashed by Sybok and assist him in taking control of the starship. Fortunately, Sybok later returns command of the **Enterprise** to Kirk.

Abducted

The 24th century has seen the Federation face numerous threats from various forces, and a number of these have been the result of terrorist activities. In 2366, **Captain Jean-Luc Picard** and **Dr. Beverly Crusher** of the **U.S.S.**

Enterprise NCC-1701-D are abducted by members of the **Ansata Separatist Movement** while on **Rutia IV**. The terrorists intend to draw the Federation into their bid for independence, but they are foiled by the crew of the **Enterprise**, working in conjunction with **Rutian** security personnel.

In 2369, while undergoing a **baryon sweep** decontamination procedure, the deserted **Enterprise** is infiltrated by a number of terrorists who attempt to steal a quantity of **trilithium resin** from the ship's engines. In addition, the **Enterprise's** crew and a number of other officers are held captive at **Arkaria Base** by members of the same group. Fortunately, Captain Picard discovers the plot when he briefly returns to his vessel and,



▶ **Kirk is attacked by an Orion spy disguised as an Andorian while the U.S.S. ENTERPRISE is conveying a delegation of ambassadors to the Babel Conference.**



▶ **In 2287, the U.S.S. ENTERPRISE is hijacked by the delusional Vulcan terrorist Sybok, who believes he will find God at the center of the Galaxy.**



▶ **Even Starfleet officers can sometimes turn to terrorism. In 2269, former fleet commander Garth of Izar tortures Captain Kirk to gain access to the ENTERPRISE.**





The Guide to the STAR TREK Galaxy

FILE 7

CARD 7



THE UNITED FEDERATION
OF PLANETS

TERRORIST THREATS TO THE FEDERATION

THE UNITED FEDERATION
OF PLANETS

▼ In a bid to highlight their cause, the **Ansata Separatist Movement** create havoc in a public mall when an **ENTERPRISE** away team visit **Rutia IV**.



thanks to his knowledge of the *Enterprise's* design, is able to outwit the terrorists.

In 2372, Starfleet's **Commander Benjamin Sisko** also finds himself facing the hostility of disenfranchised groups when he and four of his officers are almost killed in the sabotaged **Runabout Orinoco**. This militant act is carried out by **The True Way**, a **Cardassian** separatist movement which blames the Federation for the political woes that have plagued **Cardassia** since the invasion of **Klingon** forces. The terrorists

succeed in murdering two **Bajoran** officials, and attempt to assassinate **Bajor's First Minister Shakaar Edon**.

Terrorist resistance

Without a doubt, the most serious occurrence of terrorist activity against the Federation has been the formation of the **Maquis**. Named after a French resistance cell from Earth's World War II, the Maquis is formed in 2370, after the **Federation-Cardassian Treaty** leaves a number of Federation colonies stranded inside the

Cardassian border. The colonists are intimidated by hostile acts carried out by the Cardassians, and resent the Federation for abandoning them. They retaliate through terrorist activities against the Cardassians and Starfleet.

Numerous Starfleet officers, such as **Lt. Commander Calvin Hudson**, **Commander Chakotay**, **Lt. Thomas Riker**, and **Lt. Ro Laren**, sympathize with the Maquis and resign from their posts in order to join them. In addition, some officers maintain their

posts while conspiring with the Maquis, such as **Michael Eddington**, a security officer aboard **Deep Space Nine**.

In 2371, Starfleet officer **Thomas Riker** is apprehended after stealing the **U.S.S. Defiant NX-74205** from **Deep Space Nine** to use in a Maquis operation against a suspected Cardassian military buildup in the **Orias system**. He is captured and turned over to the Cardassian authorities. In 2372, Eddington organizes the theft of 12 industrial **replicators** en route to

GALAXY FACTS

▶ In 2373, the **Akritirian** government faces terrorist threats from a patriotic group calling themselves **Open Sky**.

▶ **Lt. Tom Paris** and **Ensign Harry Kim** are convicted of the **Open Sky** bombing of the **Laktivia Recreational Facility** and are incarcerated in a prison satellite.

▶ During a routine maintenance stop-over in 2369, terrorists infiltrate the **ENTERPRISE** to steal **trillithium resin**.

Cardassia Prime. Due to the seriousness of the Maquis' activities, by 2372 it is decreed that anyone involved with the group can no longer be regarded as a Federation citizen.

Brutal defeat

The Maquis remain a worrying threat to Starfleet activities within close proximity to Cardassian space until the advent of the **Dominion's** alliance with the Cardassian Union. Succumbing to the more powerful forces of the **Jem'Hadar**, the Maquis are now all but wiped out.

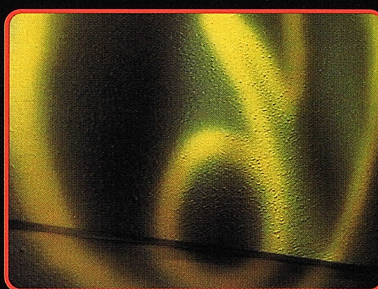
VIOLENT FACTIONS

Isolationists

Following the withdrawal of the Cardassians from Bajor, a number of different political factions attempt to gain power, such as the **Alliance for Global Unity**, or simply 'the Circle.' In 2369, the Circle attempts to overthrow the Bajoran provisional government in an effort to implement an isolationist policy. They commit random acts of violence and graffiti symbols aboard space station **Deep Space Nine**.

Due to the fact that Bajor is not a member of the United Federation of Planets, however, Starfleet deems the Circle to be a domestic threat and orders its personnel to evacuate the station before they come to any harm. Under the Prime Directive, **Commander Sisko** is not allowed to interfere in what is considered to be a Bajoran internal affair.

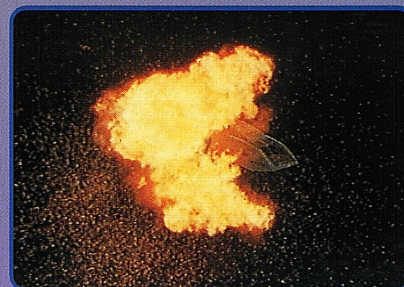
▶ Despite Starfleet orders not to interfere, **Commander Sisko** exposes the Circle's leaders and their involvement with Cardassian forces.



▶ The Circle advertise their own particular brand of terrorism through graffiti, which they spray on the walls of **DEEP SPACE NINE**.



▶ The Maquis do not agree with the politics of the Federation and have attempted to convey their feelings through the use of terrorist activities.



▶ The Cardassian terrorists, the **True Way**, sabotage the warp core of a **DEEP SPACE NINE RUNABOUT**.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 113



OTHER GROUPS
AND RACES

NEURAL PARASITES

Until 2267, Federation scientists are baffled by a series of incidents in which planets are inexplicably gripped by outbreaks of mass insanity. The discovery of neural parasites on the colony world of Deneva finally reveals the cause of the disaster.

In the 23rd century, the alien species now known as **neural parasites** move across the Galaxy in a straight line, leaving in their wake a devastating trail of mass insanity. Such planets as **Lavinius V**, **Theta Cygni XII**, and **Ingraham B** – as well as the ancient ruins of the **Beta Portolan system** – all show signs of parasite-induced madness and hysteria.

Each individual neural parasite is roughly circular in shape, gelatinous, and less than half a meter in diameter. They do not register as a life form on **Federation tricorders**;

this, coupled with an analysis of their destructive path, indicates that they may originate from a realm where standard physical laws do not apply.

The parasites have the ability to fly short distances and cling to flat surfaces. They make a peculiar buzzing sound, but it is unclear if this is a form of communication.

Collective existence

Each parasite acts as a large individual cell, much like a brain cell, operating as part of a large organism. Though not connected physically to this larger whole, they are guided by it, and draw their strength

▶ *In their natural state the neural parasites exist as roughly round, gelatinous blobs, and are colored a mottled mixture of orange and brown.*

from it. This connection enables the parasites to withstand **Level-3 phaser** fire for a period of several seconds – a blast that totally vaporizes less resistant organisms. Even when stunned by continued phaser fire, the parasites quickly recover and regain their mobility.

The parasites do, however, need hosts to multiply. They establish control over a host body by tapping into

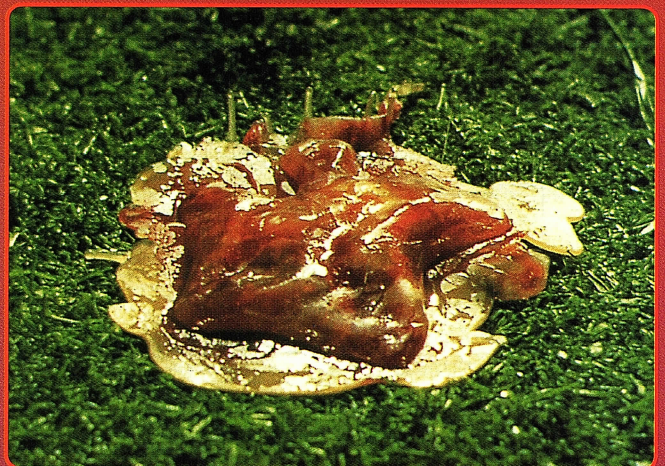
the spinal cord, injecting a stinger that breaks off and produces tendrils which entwine around the victim's nervous system. Even the advanced surgery of the 23rd century cannot remove enough of the material to free the host.

Pain control

The parasites exert control primarily through pain. The agony they are capable of inflicting upon

a host is considerable – enough to force most organisms to comply with their wishes, and in many cases kill their victims. The pain can be resisted, but the result for most humans is either madness or death.

Once the parasitical presence is firmly established in the nervous system, the aliens have been described as keeping their hosts “strangely quiescent,” unless they



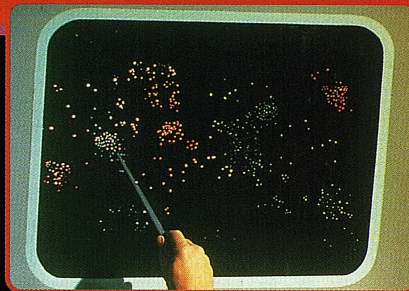
INVADING PARASITES

Ruined

In 2267, the Federation discovers the existence of neural parasites at the colony on Deneva. Prior to the arrival of the alien invaders, Deneva was a peaceful Federation colony. The planet is considered to be extremely beautiful.

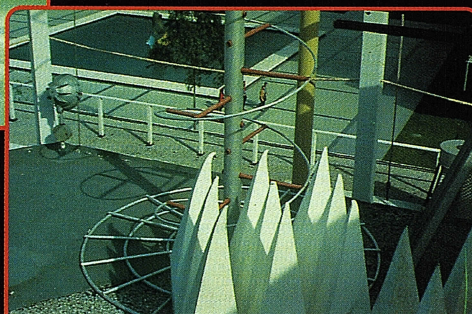


▶ *Deneva is known to be one of the most beautiful worlds in the Federation, but within eight hours of the arrival of the neural parasites, the streets are deserted and colonists are cowering in their homes.*



▶ *The neural parasites spread a path of destruction and planetwide madness as they travel the Galaxy. Their world of origin is unknown.*

◀ *Even without a host body, the parasites are independently mobile and can cling to flat surfaces.*

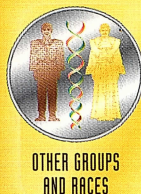


Designation	Neural Parasites
Class	N/A
Quadrant	Alpha
Type	Parasitic life forms

Environment The location of the neural parasites' native environment or homeworld is unknown, but they are attracted to dark, shaded areas and avoid direct sunlight. They cannot travel through space unaided.

Features The parasites appear as round gelatinous blobs. They have the ability to fly for short distances and can cling on to flat surfaces.

Starship log STAR TREK: The Original Series
'Operation: Annihilate!'

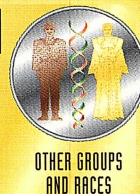


The Guide to the STAR TREK Galaxy

FILE 18

CARD 113

NEURAL PARASITES



▼ **Spock manages to capture one of the neural parasites on Deneva. It is placed in a tightly sealed container and subjected to numerous tests.**



are needed to perform physical tasks.

The parasites do apparently have limitations in the control they can exert. The colonists on **Deneva**, for example, which falls victim to the parasites in 2267, manage to break free of the creatures' control long enough to try and warn the **U.S.S. Enterprise NCC-1701**'s crew away from the planet. Later, however, they are unable to resist when the parasites' urge them to attack an *Enterprise* landing party.

Increase and multiply

Like most life forms, the neural parasites' primary purpose is to continue to reproduce and spread their race across the Galaxy. This genetic compulsion led them to force a ship's crew from Ingraham B to bring them to Deneva. The invaders have unquestioned control over the colony within eight months. Here they intend to continue to build ships and spread to other planets in search of further hosts. In the densely populated **Alpha Quadrant** the parasites will have a choice of dozens of colonies and worlds, with billions of potential victims.



The neural parasites have few vulnerabilities and can resist intense radiation, heat, and gravitational forces; their only apparent weakness is a sensitivity to certain forms of light. They are particularly vulnerable to ultraviolet light that cannot be seen or perceived by their hosts. This sensitivity causes those parasites that are not sheltered by a host body to gather in shadowed places where they are less exposed to sunlight. Extensive exposure to these forms of ultraviolet light causes the parasites to cease functioning and eventually disintegrate. The light also frees their hosts.

Brave sacrifice

One **Denevan** pilot manages to free himself from a parasite's control by flying directly into the sun, where the light intensity destroys the invading creature. Unfortunately the sun's heat also destroys the

one-man spacecraft. His sacrifice is not in vain, however, as it leads to the discovery that ultraviolet

▶ **Each individual neural parasite is part of a larger organism. They are not physically connected, but together form a collective consciousness. This is perhaps their greatest strength.**

light destroys the creatures. Armed with this knowledge, the *Enterprise* crew set up a series of 210 satellites in permanent orbit of the planet, and the intense light they produce kills all the parasites.

The discovery of these neural parasites solves the puzzle of the galaxywide spread of insanity, and leads to the solution of how to

GALAXY FACTS

▶ **Even with Vulcan resistance, the parasite inflicts enough pain on Spock to make the K-3 pain indicator register at the high end of the scale.**

▶ **A parasite's host shows unusual readings on bio-medical displays.**

▶ **Captain Kirk's brother and sister-in-law, George and Aurelan Kirk, are killed by the parasites, but his nephew, Peter, survives.**

eliminate the threat they pose. The only questions that remain are where did they come from, and are any more out there?

SPOCK SHOCKED

Possessed

In 2267, the **U.S.S. Enterprise NCC-1701** visits Deneva, where the colony has been taken over by neural parasites. These alien invaders control their hosts by inflicting agonizing levels of pain. One of the parasites infects First Officer Spock, and even with his highly disciplined Vulcan mind control, the creature inflicts such levels of pain he is unable to resist for long. Spock leaves sickbay under the influence of the parasite and attempts to land the *Enterprise* on the planet's surface.

The parasites perhaps wanted to use the ship to transport them to another world, but are apparently unable to immediately absorb its technical specifications from Spock's brain. The Vulcan eventually regains control over the parasite, though it takes a supreme degree of effort.



▶ **The parasite soon spreads through Spock's body, rapidly growing tendrils around his spine that cannot be surgically removed.**



▶ **Humans are unable to fight the creatures' control without succumbing to madness or death. Spock is able to resist, but admits he cannot do this indefinitely.**

▶ **A neural parasite invades Mr. Spock's body after he joins a landing party to Deneva. The parasite flies onto his back and inserts a stinger that breaks off into the Vulcan officer's spine.**

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OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 83

SOLAIS V



OTHER GROUPS
AND RACES

In the words of United Federation of Planets mediator Riva, the people of Solais V have been fighting all of their lives. They know only hatred, suspicion, and fear until this remarkable negotiator shows them there is another way.

The fifth planet in the **Solari star system**, known simply as **Solais V**, is a **Class-M** world. Its geography is rugged, characterized by rocky outcroppings and desert conditions.

The planet is home to an advanced, humanoid race that has been embroiled in a centuries-long intraplanetary conflict. The Solari have spacefaring technology, but choose to stay home and fight rather than reach out into the

Galaxy; the two warring factions are obsessed with pouring their technological expertise into **phaser rifles** with which to decimate one another's population, rather than developing more benign devices.

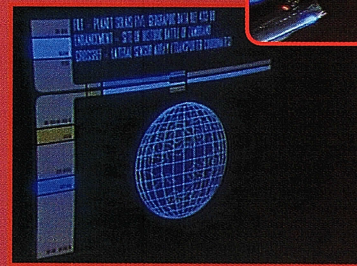
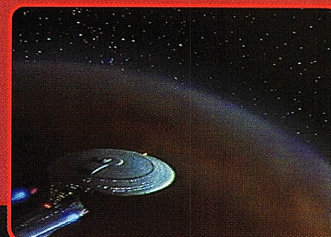
Forgotten cause

The two sides are diametrically opposed and firmly entrenched in their positions, but the reasons behind the years of blood-letting have lost their meaning – the bitter conflict has become personal.

The two factions are historical enemies, and have been at war for 15 centuries. So many members of the planet's population, on both sides of the conflict, have died that by the mid-2360's each faction is on the verge of extinction. It is perhaps this threat of certain and imminent annihilation that prompts the planet to pursue peace.

In 2365, the factions mutually select a mediator to negotiate their peace settlement. They choose

▶ **Riva travels to the war-torn planet Solais V aboard the U.S.S. ENTERPRISE NCC-1701-D. He has an impressive reputation as a negotiator who has never failed.**



◀ **Transporting Riva gives the ENTERPRISE crew a perfect opportunity to map Solais V's geology for inclusion in the Federation database.**

Riva, a member of the ruling aristocracy of the **Ramatis star system**, known widely as one of the best mediators in the Galaxy, and the man who introduced the word for 'peacemaker' into the **Klingon** vocabulary.

There appears

to be no specific event which prompts these warring factions to seek an end to their conflict. Years of battle have made it difficult for the Solari to express themselves in any way other than with violence, but it may be

FIGHT TO THE END

Peace disrupted

The people of Solais V know nothing of peace. They were born into a civil war that has ranged for 15 centuries, and whether the initial conflict was over "a piece of land, or wealth, or some other tangible asset" is no longer relevant – all that matters now is fighting to the death. In such a context, the leaders who are prepared to make the move toward peace are remarkable visionaries, capable of seeing beyond the very structure of their society to a new way of life they can only imagine. It is this motivation to change that Riva picks up on, and his ability to nurture it is what makes him such a skilled negotiator.



▲ **The surface of Solais V is barren, devoid of cities or lush vegetation. The centuries of war have taken their toll.**

◀ **The opposing sides in the conflict agree on one thing: that the man to help them is Riva, who is renowned for his negotiating skills.**

◀ **Both sides are armed with advanced, handheld weapons that can kill the average humanoid with a single shot.**

▶ **The Solari dress in drab, practical outfits ideal for camouflaging themselves against the rocky landscape.**



Designation	Solais V
Class	M
Quadrant	Alpha
Inhabitants	Humanoid
Government	The warring factions on Solais V have their own leadership, but they work together to choose a negotiator to mediate their dispute.
Environment Features	Standard gravity The surface of the planet appears rough and inhospitable. The years of war have left little time for grand architecture.
Laws	It is unknown whether the planet has a central system of justice.
Starship log	STAR TREK: THE NEXT GENERATION 'Loud as a Whisper'.





The Guide to the STAR TREK Galaxy

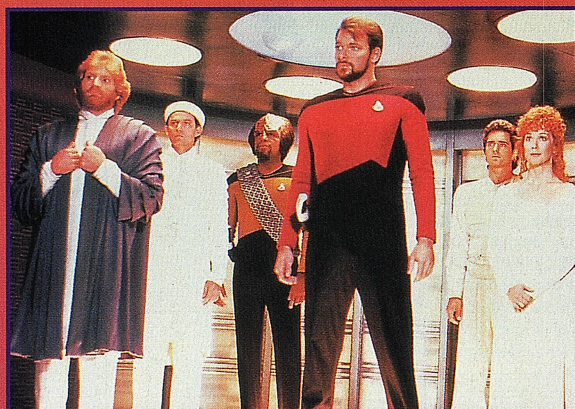
FILE 18

CARD 83



SOLAIS V

▼ **Riva is deaf, but his 'chorus' of trained interpreters speak for him. They accompany him to Solais V for the talks.**



that they know their only hope for survival is to end their centuries of hostility before they have no one left to kill. Riva senses their desperation and their willingness to pursue peace: "The time for killing has come to an end," he declares.

Riva is confident in his abilities as a mediator – he has never failed when negotiating a peace settlement – but he still predicts with resignation that the talks will not proceed quickly. Suspicion courses through the veins of every Solari, and they approach the negotiating table like wary animals. Countless decades of fighting hinder the peace process, and Riva knows that he will still have an uphill struggle.

Far from united

Even in the wake of the peace talks, some Solari are so blinded by hatred that they would rather continue fighting than make peace. The ceasefire crumbles in advance of the historic meeting at

the negotiating table, before the mediator has even set foot on the planet's surface. In the estimation of **Commander William T. Riker** of the **U.S.S. Enterprise NCC-1701-D**, "These Solari don't seem likely candidates for peace."

One of the Solari leaders assassinates the deaf-mute Riva's chorus of interpreters as soon as they beam down to the planet. The assassin is in turn killed by one of his comrades, who implores his rival emissaries not to view the actions

▲ **Following the termination of Riva's chorus, Counselor Deanna Troi tries to use her empathic abilities to calm the distraught negotiator.**

of the assassin as representative of how the entire faction feels.

Hope for the future

Despite this rocky start, it seems that the factions still agree on the necessity for peace. After so many centuries of war, it is a remarkable step forward. It is this

will to end the fighting that prompts them to meet with Riva again.

Over the ensuing months, Riva continues negotiations. Deprived of his chorus, he introduces

the warring factions to his sign language. By teaching the Solari to communicate with him, Riva hopes they will also learn to truly communicate with one another.

GALAXY FACTS

▶ In 2371, freighter captain Kasidy Yates delivers a shipment of deuridium to Solais V. This would suggest that the planet's inhabitants have resolved their differences enough to enter into interstellar trade.

▶ Most of the Solari are visibly shocked by the murder of Riva's aides, and beg him to continue. "We need you!" implores one faction's leader.

◀ **Riva eventually agrees to return to Solais V alone in order to try for peace once again.**

CHORUS SILENCED

Riva's voice

Riva believes deeply that communication is the first and most important aspect of any relationship, and while he is understandably shocked by the brutal murder of his chorus, he comes to see that their deaths have provided him with a perfect opportunity to teach the Solari to communicate with one another. In order to talk to the Solari without his chorus, Riva will have to teach them sign language; it will take the factions months to learn the gestures, but the time they spend together will allow them to learn to understand each other, as well as their determined mediator.

▼ **The members of Riva's chorus intend to relay his intentions to the Solari during the peace talks.**



▲ **Riva is devastated by the loss of his aides – who were also his friends – and demands to be taken back to his homeworld. Eventually, however, he realizes that he can turn the situation to the mutual advantage of everyone.**

◀ **The talks get off to a disastrous start when the chorus is shot in cold blood.**

OTHER CARDS IN THIS FILE...

- 61 THE PARADAS
- 66 ACAMAR III
- 117 THE TAK TAK

SEE OTHER FILES...

STAR TREK: THE
NEXT GENERATIONFile 69



The Orbital Tether: Interior

The Nezu employ a number of orbital tethers that move between ground level and supply stations 300 kilometers directly above these positions, transferring supplies from their mines.

The Nezu orbital tethers supply cargo and freight from the race's mining operations to supply stations 300 kilometers directly above the planet's surface. The interior of the carriages attached to the tether house all of the controls necessary for operating the transport, while also providing a suitable working environment for the occupants.

Entry to the orbital tether is gained through a small chamber on the surface that has its own control and maintenance systems for the carriage. As the containers carrying the cargo are often sizeable, the single main sliding door is oversized and angled outward, allowing for easy loading and unloading of freight.

A large window is set into the carriage door, and a metallic grille stands directly in front, lit from underneath. The bright interior illumination is created by bulkhead mounted lamps and ceiling lights. Shiny grab rails are fixed to the inside frame of the door, and the hatch can be locked or unlocked from either side by means of a permanent mechanism.

Interior view

The view from the doorway reveals the majority of the carriage's interior. Directly to the left is a long, corrugated wall separated by thick support beams. An overhead gantry running the entire length of the carriage is accessed via a steep, metal ladder, and forms part of the main storage area. Access to the roof deck of the carriage is gained via a smaller set of ladders that lead directly to a hatch in the ceiling.

It takes 12 hours to travel to the orbital stations, but the carriage interior is not designed for

comfort. The seating consists of a long metal bench and the pilot's main chair.

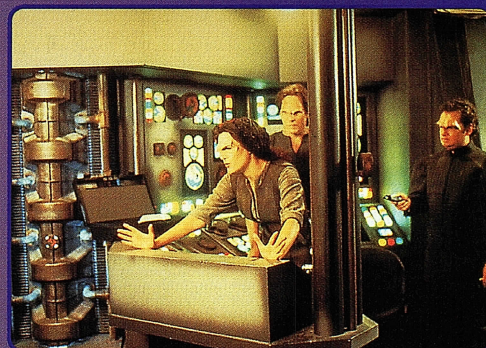
The majority of the carriage's controls are concentrated in a walk-in area with a number of low, angled surfaces inset with a variety of control buttons and switches. Some controls are touch sensitive, while others comprise low-tech handwheels and levers. The power and motion controls for the carriage follow this robust manual approach. The velocity of the craft is directly controlled by a short metal lever set into one of the control surfaces, and has a number of ratcheted positions. A double lever connected by a small handle on the left-hand side console controls overall movement; pushing the handle all the way down to the bottom of the twin tracks brings the carriage to a complete standstill.

Computer control

The vessel relies on computerized display systems to relay information on velocity, internal atmospheric pressure, and the condition of the oxygen converters and tether couplings. Changes to the various systems are often accompanied by an electronic audio confirmation. A great many readouts are located at this five-sided area and the smaller section forward of this position.

The upper level contains the oxygen supply in a number of tall, hexagonal, wall-mounted canisters, plus a number of readouts giving information on the vital environmental controls. The upper part of the reactor can also be reached from here.

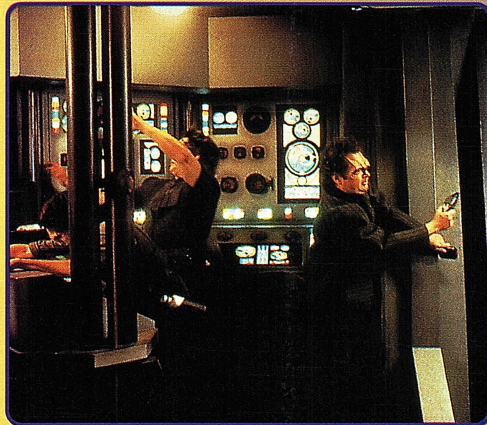
When inactive, the long cylindrical engine unit is a dull red color. This changes to a brighter hue with a pulsating band indicating ascent or descent through its core when in motion.



▲ The interior of the Nezu orbital carriages are large enough to accommodate cargo as well as work crews. The decor is quite basic and the overall color scheme is a bland gray.



▲ The carriage has a large sliding door that angles outward. A window is set into one third of the door and an illuminated metal grill in front of it provides extra interior lighting.



▲ The interior of the carriage is not designed for comfort. For example, the occupants have to stand at their work stations as there are no chairs.



▲ The consoles comprise a curious combination of high-tech and low-tech controls: touch sensitive panels sit side by side with buttons and levers.



▲ The carriage's main illumination is provided by bulkhead mounted lamps and ceiling lights. A gantry runs along the walls, accessed via a long, metallic ladder.

NON-FEDERATION STARSHIPS

FILE 40 CARD 36A

The Orbital Tether: Interior

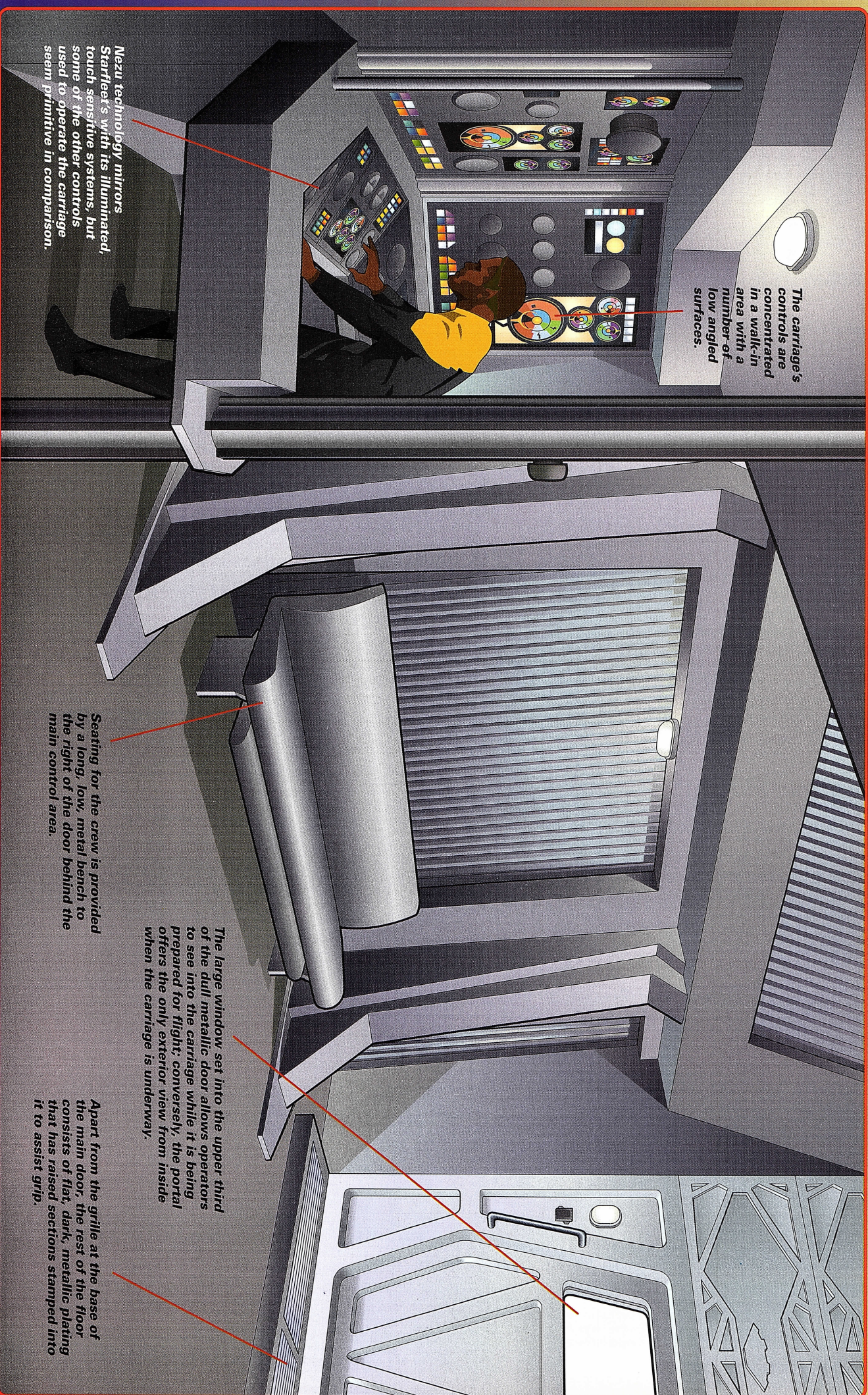
The carriage's controls are concentrated in a walk-in area with a number of low angled surfaces.

Nezu technology mirrors Starfleet's with its illuminated, touch sensitive systems, but some of the other controls used to operate the carriage seem primitive in comparison.

Seating for the crew is provided by a long, low, metal bench to the right of the door behind the main control area.

The large window set into the upper third of the dull metallic door allows operators to see into the carriage while it is being prepared for flight; conversely, the portal offers the only exterior view from inside when the carriage is underway.

Apart from the grille at the base of the main door, the rest of the floor consists of flat, dark, metallic plating that has raised sections stamped into it to assist grip.





Spock and Personal Combat

Spock is not a natural warrior and such factors as scientific curiosity, his Vulcan dedication to non-violence, and unanticipated outbursts of human emotion can make him vulnerable to attack. He is highly skilled in various forms of combat, however, and has fought loyally by his captain's side on many occasions.

Spock's intense Vulcan and Starfleet training, along with his superior physical strength, makes him a formidable physical combatant.

Like most of his race, Spock has been taught the **Vulcan nerve pinch**, which applies pressure to the base of an opponent's neck and renders them unconscious. The Vulcan officer makes use of defensive Starfleet weaponry, such as the **phaser**.

Spock is no stranger to hand-to-hand combat. On **Gamma Trianguli VI**, for example, when the worshipers of **Vaal** attack the **U.S.S. Enterprise NCC-1701** landing party, the Vulcan ably fights back.

Spock is often torn

between his Vulcan principles of non-violence and his duties as a Starfleet officer. This is clearly shown on **Excalbia**, when Kirk and Spock join forces with **Excalbian** recreations of Abraham Lincoln and **Surak** of Vulcan to illustrate the difference between good and evil. Spock voices his position on combat after Surak refuses to fight, claiming that he would prefer a peaceful solution, but will fight by his captain's side if necessary.

Primitive weaponry

Spock often has to rely on primitive armaments in order to avoid violating the **Prime Directive**, and he has no problem utilizing the tools available in any situation. In 2268, on **Sigma Iotia II**, the Vulcan

PROFILE OF A COMBATANT

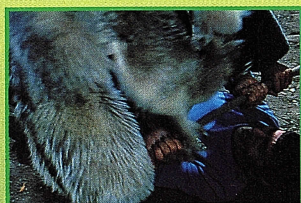
TRAINING: Spock was trained in many forms of combat at Starfleet Academy and is equipped with standard Starfleet weaponry, such as the hand phaser.

VULCAN SKILLS: The Vulcan officer possesses the characteristic strength of his race and has also been taught how to use the Vulcan nerve pinch.

COMBAT SITUATIONS: Spock has faced many volatile situations, but he always survives through a combination of his physical strength, fighting skills, and Vulcan intellect.



▲ Spock was trained in combat skills at Starfleet Academy and is capable in hand-to-hand combat, while his Vulcan strength makes him a formidable opponent. As a Vulcan, however, he was raised on the philosophy of peace, which often conflicts with his Starfleet duties.



★ Historical foes

In 2269, Spock is pitted against Excalbian recreations of historical figures, and is nearly killed by the replica of Genghis Khan.

★ Gladiators

In 2267, a rescue mission to Planet 892-IV lands Spock in a Roman-style televised gladiatorial arena.

SPOCK UNLEASHED

★ Violent emotions

When Spock endures the **Plak-tow**, or blood fever, he must kill or die.

★ Adaptable

Spock is a trained expert in even primitive weapons, such as spears and bows.



Spock and Personal Combat

learns how to use an Earth-style machine gun, appropriated from the planet's 1920's Chicago-style mob society. Later that same year, on a mission to **Ekos**, Spock dons a Nazi uniform and brandishes the **Ekosian's** facsimile of a World War II firearm.

Spock also has hostile encounters with alien civilizations whose technology is almost on a par with that of the **Federation**, such as the society on **Eminiar VII**. Here Spock acquires a handheld **sonic disruptor** from an unconscious **Eminian** guard that has enough firepower to decommission two **disintegration booths**.

Swordsman

Spock displays his skills in swordplay in 2268, when a sword fight is staged on the *Enterprise* by the noncorporeal entity from **Beta XII-A**. The entity nourishes itself on the hatred generated between the Starfleet crew and a small band of **Klingons** on board. Spock administers deadly jabs while positioning himself to apply a nerve pinch. He is still intent on finding a peaceful solution, however, as he states to McCoy, "Those who hate and fight must stop themselves."

Spock tries to avoid administering deadly force, but if logic



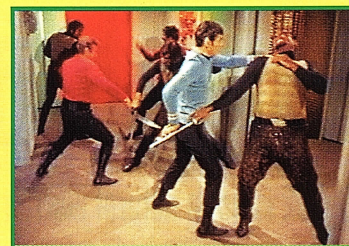
dictates its use, he will not hesitate. He is the first to predict the need for the formidable **type-3 phaser rifle** on the planet **Delta Vega**, to keep the mutating **Gary Mitchell** under control. In 2267, when the **Gorn** attack **Cestus III**, Kirk and Spock use a grenade launcher on the planet's surface and fire powerful explosives at the Gorn forces.

Tribal coup

During a tribal coup on Capella IV, Spock and Kirk stage an ambush using sticks and stones.

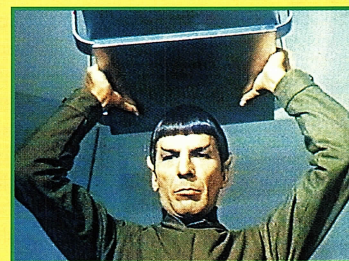
Spock's strength has on occasion been used against his friends and colleagues. In 2268, he accidentally looks upon the **Medusan** ambassador and is driven insane. In a matter of seconds he overcomes the bridge crew before the captain is forced to stun him with a phaser.

Occasionally Spock's logic proves a disadvantage in combat situations, such as the time he and



Swordplay

In 2268, Spock, sword in hand, leads several security men into a battle with a group of Klingons on the U.S.S. ENTERPRISE.



Mutineer

When under the influence of the Omicron Ceti III spores, Spock attacks Kirk with a chair.

the crew of the **Shuttlecraft Galileo** are marooned on **Taurus II**. Spock logically assumes the planet's dangerous apelike natives will be deterred by the Starfleet crew's superior phaser fire and keep their distance. Instead, the phaser display so inflames the creatures that they start to attack.

Continuing struggle

Spock continues to serve Starfleet on board the **U.S.S. Enterprise NCC-1701-A**, but despite his many years of experience, he is still torn between his Vulcan beliefs and Starfleet duties. In 2287, he disobeys Kirk by refusing to shoot his terrorist half-brother **Sybok** in cold blood – a decision that results in the hijacking of the *Enterprise*. He later chooses the path of violence in order to save Kirk from the energy being on **Sha Ka Ree**, and becomes the gunner on board a **Klingon Bird-of-Prey**.

Spock's physical force and tactical ingenuity are an asset during any battle, but his intellect and dedication to the truth remain his greatest strengths.

"The captain knows that I have fought at his side before and will do so now if need be. I too am a Vulcan, bred to peace."

— Spock to the Excalbian recreation of Surak

VULCAN NERVE PINCH

Logical skills

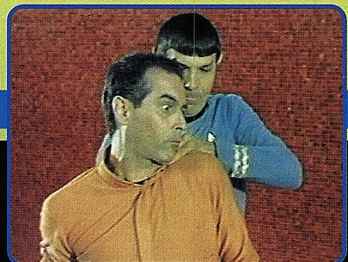
Spock often uses the traditional Vulcan nerve pinch, a quick compression near the base of an opponent's neck, to produce immediate unconsciousness without permanent injury. Spock's pinch has dropped countless hostile beings, ranging from Klingons to a horse on **Nimbus III**. The nerve pinch can be problematic for several reasons, however, including the fact that not all life forms have necks. Spock also has to be within close proximity to his opponent to apply it. Sometimes, he simply cannot use this method – for example, the thick robes worn by the Lawgivers on **Beta III** protect them from Vulcan contact. In this case, Spock resorts to an old-fashioned right hook.

Fighting insanity

When neural parasites take over Deneva, Spock applies the nerve pinch to an enraged colonist.

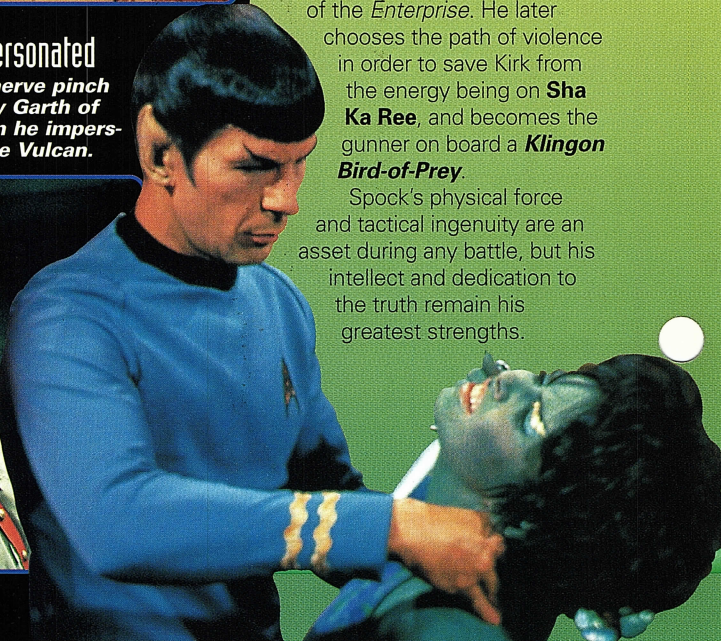
Prison break

In 2268, Spock uses his nerve pinch on one of the guards, during his escape from a prison cell on Planet 892-IV.



Impersonated

Spock's nerve pinch is used by Garth of Izar, when he impersonates the Vulcan.



FILE 48 KLINGON PERSONNEL

K'mpec

K'mpec is a wise and long serving chancellor of the Klingon High Council. He devotes the latter part of his career to keeping the fragile Klingon Empire at peace, and his murder eventually leads to civil war.

The leader of any great empire must be an exceptionally strong individual. He or she needs to be part visionary, part political animal, and part tactical supremo – and never more so than when the leader in question is chancellor of the **High Council** of the glorious **Klingon Empire**. K'mpec holds this office until his death in 2367.

K'mpec is a man who wears power well. In the cavernous Great Hall on **Qo'noS**, he reclines on a vast throne, surveying his empire. He controls the squabbling council

members with confidence, pointing dismissively to those permitted to speak. The chancellor intervenes when he sees fit, allowing those addressing the council to be heard. He also conducts the council's recess and standing.

Glory days

K'mpec is a man of great bulk, undoubtedly attained since the many battles and glorious honors that would have earned him the right to lead the council. It would be a foolish enemy who turned their back on the chancellor, however – his demeanor still leaves Klingons and offworlders

PROFILE ON K'MPEC

NAME: K'mpec

LIFE FORM: Klingon male

POSITION: Chancellor of the Klingon Empire

KNOWN ASSOCIATES: K'mpec fought alongside Worf's father, Mogh, many years ago.

ENEMIES: Duras, a candidate for succession. He is the chancellor's faceless and cowardly assassin.

CURRENT STATUS: Deceased. K'mpec dies in 2367, from slow poisoning by Veridium Six.

FIRST SEEN: 'Sins of the Father' [TNG]

LAST SEEN: 'Reunion' [TNG]



▲ K'mpec is a loyal leader of his people. He puts the needs of the Klingon Empire above all else – even his own honor – when he reluctantly accuses an innocent warrior of treachery in order to avert a civil war.

KLINGON LEADERSHIP CONTENDERS

★ Political outsider

Gowron, Son of M'Rel, is considered something of an outsider by K'mpec and the Klingon High Council.



★ Born leader

K'mpec does not let his personal feelings interfere with any decisions that may affect the destiny of the Klingon Empire.



alike in no doubt regarding the man's considerable presence and power.

One of the hallmarks of true power is showing respect to those who deserve it. K'mpec often demonstrates this, for example when he openly admires the words and actions of the human Jean-

★ Master manipulator

K'mpec is well aware that the politically powerful Duras fabricated evidence implicating Mogh, father of Worf and Kurn, in the Khitomer massacre.



Luc Picard, captain of the **U.S.S. Enterprise NCC-1701-D**. His respect for the **Starfleet** officer later plays a vital role in the future of the Klingon Empire. There are also other qualities that K'mpec finds admirable, such as the trust of a commanding officer.

An eye for the ladies

The portly chancellor also has a liking for the ladies. Kahlest, an elderly Klingon woman who was once nursemaid to Starfleet's **Lt. Commander Worf** but now lives quietly in the capital, attests that she caught K'mpec's eye many years ago. Even then, however, she thought he was too fat.

K'mpec is an honorable man, but he is nevertheless a ruthless politician. This trait is demonstrated in 2366 when evidence emerges that implicates **Ja'rod**, father of **Duras**, in the betrayal of the **Khitomer outpost** to the

OTHER CARDS IN THIS FILE...

- 1 Worf
- 7 Gowron
- 15 Duras

SEE OTHER FILES...

STAR TREK:
THE NEXT GENERATION ...File 69



K'mpec



★ Commanding figure

K'mpec makes a grand, imposing figure as he sits upon a throne on a raised platform in the hall of the Klingon High Council.

Romulans two decades earlier. K'mpec well knows that Duras commands a powerful following within the empire, and exposing him could lead to civil war.

Reluctant conspirator

The chancellor thus gives his reluctant but tacit support to a plot that lays the blame on the deceased warrior, **Mogh**, father of Worf. K'mpec regrets this course of action as he served with Mogh and knew him as an honorable man. He does not want the memory of Worf's father to be tarnished, but he can not agree to preserve the honor of one House at the cost of an entire empire. K'mpec underestimates two factors, however: Worf regards himself as a true Klingon warrior as well as a Starfleet officer and Mogh's youngest son, **Kurn**, still lives on Qo'noS. Kurn informs his elder brother of the charge against their father, causing Worf to unexpectedly return and challenge the High Council.

K'mpec handles these matters with utter diplomacy, but he also speaks to Worf privately. He is genuinely regretful at the course events have taken, but nevertheless tries to dissuade the Starfleet officer from his decision. K'mpec is quiet and persuasive at first, then firm – Worf must leave or die. This is the closest to friendly advice that a Klingon can give, and it demonstrates the great

man's political acumen.

The chancellor is not above making grave threats, however. When Worf and his **cha'deech**, Picard, threaten to defy an order of the High Council, K'mpec is aware that the historic alliance between the Klingon Empire and the **Federation** could itself be at risk. When the evidence against Duras also mounts, K'mpec stubbornly refuses to hear the challenge in open council, and insists that blaming Mogh is the only way forward. He intends to defend the stability of the empire regardless of the cost. The logic of this is not lost on Worf, who eventually agrees to accept discommendation rather than cause a war.

A satisfactory result

"I knew your father . . . But we must let the past be and protect what we have now."

— K'mpec to Worf

for the council does not, however, make K'mpec a friend of traitors. In his private chamber, he is sneering and dismissive of Duras's actions. When Worf strikes Duras and calls him the son of a traitor, the chancellor nods with grim approval that at least some honor has been served.

Rock and a hard place

K'mpec himself is a man caught between two worlds, trapped by his own personal honor and the needs of the empire. Over the next six months, the political situation worsens, and it is only through his force of will

that K'mpec is able to maintain the peace. The chancellor's formidable strength eventually fails him after he discovers that he has been poisoned with **Veridium Six** over a period of months. He suspects that his enemy is Duras.

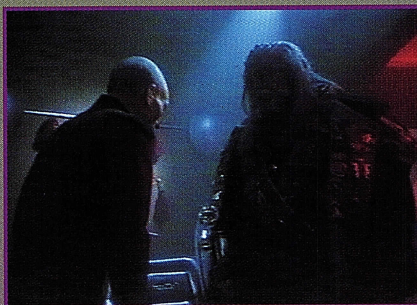
In 2367, the dying chancellor meets with Captain Picard. His stubborn will remains the same, but he moves slowly, wheezing as he talks. K'mpec does not want the empire to be given over to a traitor. He admires Picard as an accomplished mediator and as he does not feel able to trust any Klingon

on the council to act as his **Arbiter of Succession**, he appoints the captain to be a neutral mediator.

Final request

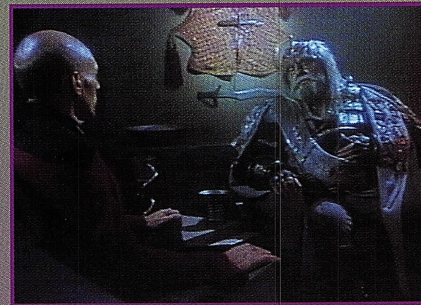
K'mpec has loyally followed the customs of his people, but he will break the rules when necessary, and is not afraid to take this unique step to protect the empire. He makes his decision without first consulting Picard, and later uses veiled threats against the captain, telling him that if a Starfleet officer denies the chancellor's final request, it will be regarded as a Federation insult to all Klingons. Picard has little choice but to agree.

K'mpec dies a very short time later. The great leader spends the last days of his life exercising the same honor, bravery, and certainty by which he lived it.



★ Unexpected ally

K'mpec trusts and admires Captain Jean-Luc Picard and asks him to be his Arbiter of Succession.



★ Impartial arbiter

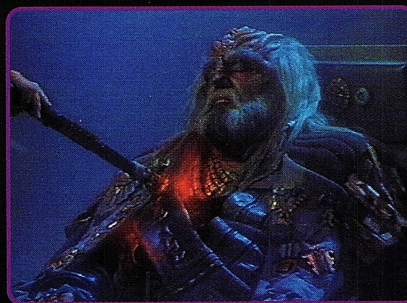
K'mpec believes that the neutral Picard will be able to cut through all the intrigue surrounding his succession.

A DYING MAN'S REQUEST

K'mpec's final order

K'mpec first meets Picard in 2366, when the captain acts as Worf's cha'deech. Picard makes a notable impression on the chancellor and in 2367, he arranges an urgent meeting to ask the captain's help. K'mpec knows he is dying from slow poisoning by Veridium Six. He does not fear death, but he does not want to be succeeded by a faceless, cowardly assassin. Picard is at first reluctant to interfere in Klingon politics and annoyed that the wily K'mpec has already recommended him as the Arbiter of Succession without first consulting him. When the chancellor mentions that Duras is one of the suspected assassins, Picard reconsiders and accepts K'mpec's proposal. Not long after this meeting

K'mpec dies. His body is subjected to the same procedure as other deceased rulers: the cadaver is struck with painstiks by the Arbiter of Succession and the candidates to replace him. It is an ignominious but official end, and K'mpec is succeeded by Gowron following the death of Duras at Worf's hands.



▲ Dying wish

Before his death, K'mpec regards his assassin with dishonor. He rightly suspects Duras, a candidate for succession, and does not wish such a coward to rule the empire.

◀ Last rites

K'mpec's body is struck with painstiks in a ritualistic fashion by the Arbiter of Succession and the candidates to confirm he is dead.

FILE 43 STARFLEET PERSONNEL

Captain Erika Benteen

Erika Benteen compromises her oath to Starfleet to participate in Admiral Leyton's ill-judged, clandestine action against Earth's government. She is an officer of conscience and ultimately makes the right decision when torn between her competing loyalties.

Erika Benteen is an intelligent and highly efficient Starfleet officer. In 2372, she serves at Starfleet Command on Earth as Admiral Leyton's adjutant, and displays unswerving loyalty to the man and his cause – until the cost of complicity in his treason becomes too high.

Benteen is the admiral's right hand woman. As befits her role, she is always smartly presented, with her dark brown hair pulled back tightly. Her no-nonsense appearance mirrors her professional conduct. When things need to be done, Benteen gets on the case immediately.

Rising through the ranks

At this point, Benteen holds the rank of commander, and is often found by Leyton's side, ensuring that his orders are followed to the letter and then reporting back. When Starfleet introduces low-level phaser sweeps in key installations to force Changelings out of hiding, Benteen is present, monitoring the practical tests alongside *Deep Space Nine's* Captain Benjamin Sisko and Chief

of Security Odo. She meticulously notes down the required phaser setting of 3.5, needed to stun a Changeling and force it to return to a gelatinous state.

Benteen is undoubtedly a little in awe of Odo's shapeshifting talents. Unlike Leyton, she does not allow the potential Dominion threat to blind her to the wonder Changelings can inspire. When Odo transforms into a bird to explore San Francisco from the air, for example, she is clearly impressed. She is also shocked, however, when a Changeling is revealed to be impersonating Admiral Leyton, but this does not lead her to xenophobia.

Benteen shows genuine concern for Odo after a hazardous encounter with another Founder. Likewise,

PROFILE ON BENTEEN

NAME: Erika Benteen

LIFE FORM: Human female

STARFLEET RANK: Captain

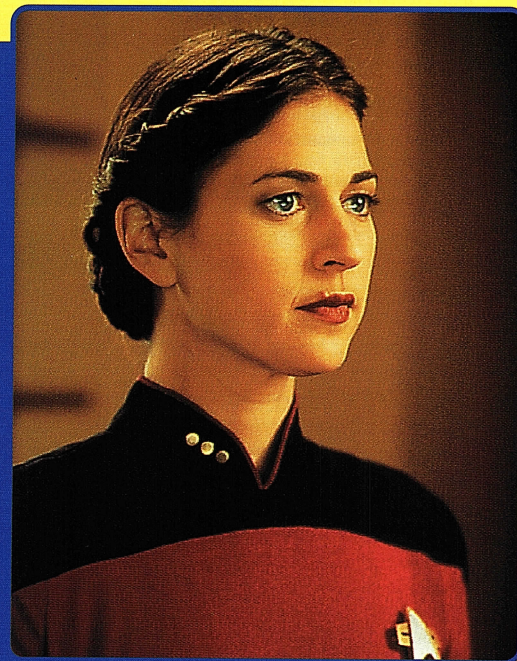
POSTING: Captain Benteen commands the *U.S.S. Lakota NCC-42768*.

PREVIOUS POSTING: Assigned to Starfleet Command as Admiral Leyton's aide.

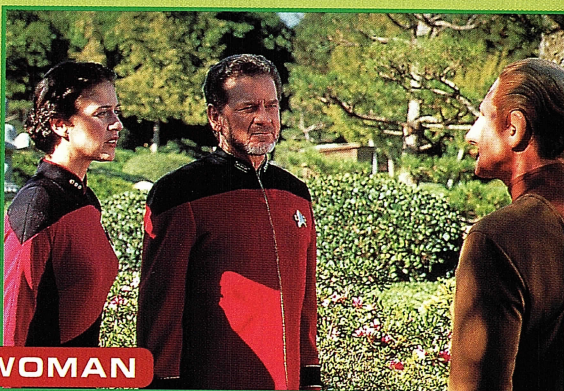
PRESENT STATUS: It not known how Benteen's involvement with Leyton's coup against Earth's government has affected her Starfleet career.

FIRST SEEN: 'Homefront' [DS9]

LAST SEEN: 'Paradise Lost' [DS9]



▲ Erika Benteen is a loyal Federation citizen and hardworking adjutant, qualities which lead to her involvement in Admiral Leyton's planned coup on Earth.



RIGHT HAND WOMAN



★ Unbiased

Benteen does not hold xenophobic feelings toward Changelings despite the Dominion threat. She is in fact in awe of Odo's abilities.

★ Trusted

Admiral Leyton appears to have the utmost faith in his loyal adjutant. He often confides in her and they seem to be friends as well as colleagues.

★ Loyalties

Benteen is equally loyal to Starfleet and Leyton. At first, she believes that the admiral's planned coup is in the best interests of the Federation.



Captain Erika Benteen



★ Respect

Despite their differing views, Benteen and Leyton respect Captain Sisko, who was once the admiral's executive officer.

★ Under suspicion

Benteen is prepared to sacrifice her principles for Leyton's cause, and takes part in a false blood test given to Sisko.

she respects Captain Sisko even though they are in many respects in ideological conflict. She says she finds him "interesting," and thanks the captain for his efforts in instigating greater security on Earth.

One of the young officer's foremost qualities is her allegiance to Leyton. The two officers are familiar, even close, to the point where she confidently states that the admiral has worked with many executive officers, but Sisko is the only one of whom he ever speaks fondly. Benteen even pertinently tacks addendums on to his comments; when Leyton says that Odo is the only Changeling he has ever met, she quietly qualifies this by adding "that you know of." The admiral's right hand woman is fully versed in his plans and operations.

Blind loyalty

It is undeniable that Erika Benteen is Admiral Leyton's willing accomplice in an audacious planned military coup of Earth's government. It is unknown if Leyton gradually drafted the commander into his cause, or if they came to share a mutual opinion concerning the possible Changeling infiltration of Starfleet. One way or another the pair are convinced that extraordinary measures are required when a conference between the Federation and the Romulan Star Empire at Antwerp on Earth is bombed by the Dominion in 2372. Twenty seven people, including the Bolian observer, die in this outrageous attack. It is the first such terrorist incident to occur on Earth in more than 100 years.

Leyton becomes single-mindedly determined to prove Earth's



"Captain Benteen knows where her duty lies."

— Admiral Leyton

vulnerability to Founder attack, and so uses the elite cadet **Red Squad** to sabotage Earth's power relays and foster paranoia. Erika Benteen doubtless sees this decision as necessary and justified patriotism, rather than treason. Red Squad are beamed aboard the *Excelsior*-class **U.S.S. Lakota NCC-42768** to be equipped, and are there given their orders to sabotage the power relays by an unnamed female officer. Though not confirmed, it stands to reason that this is Benteen, as she is not present with Leyton and Sisko at the time Earth's power relays fail. Shortly after, Benteen is promoted to captain and given command of the *Lakota*. It takes a few days for her new rank to come into effect, as the *Lakota* is still being refitted.

Benteen is also dragged into Leyton's more underhand methods, primarily as part of a faked blood test designed to incriminate Sisko as a Changeling. This conveniently follows her suspicions regarding the captain's actions when she walks in on him after he has been removed from duty by Leyton.

Her own woman

Benteen has her own mind, however. Far from being 'brain-washed,' she actively supports Leyton's initiatives and speaks her mind when she feels the need. She insists at one point that their security measures are not working and that they need to take more action than **Federation President Jaresh-Inyo** is willing to condone.

★ Premeditated

Benteen and Leyton have evidently conferred at length and both are willing to frame Sisko, a respected colleague. The results of the captain's blood test are falsified to imply he has been replaced by a Changeling.



There is, however, a limit to Benteen's willing participation in the admiral's planned coup of Earth's government. In her new role as captain of the *Lakota*, she follows Leyton's orders to intercept the **U.S.S. Defiant NX-74205** on its way to Earth. She even opens fire on the Starfleet vessel, as she and her crew have been told by Leyton that everyone aboard has been replaced by shapeshifters. Benteen does, however, question the admiral's orders to destroy the *Defiant* rather than disable it, and cannot bring herself to press home the attack, proving herself an officer of genuine conscience. She allows the ship to proceed to Earth, bringing with it the evidence to undermine Leyton.

Erika Benteen is a faithful adjutant to Leyton, but in the end her loyalty to her oath as a Starfleet officer wins through. The personal and long-term ramifications of her involvement in Leyton's plot remain unknown.

FRIENDLY FIRE

Standing down

Captain Benteen commands the **U.S.S. Lakota** with a confidence that belies her new commission. She intercepts the **U.S.S. Defiant**, instructing the vessel to drop out of warp and prepare for boarding. She also raises shields and readies phasers, targeting the *Lakota*'s upgraded weapons on the other ship's warp engines. She opens fire without hesitation and refuses to answer hails, behaving as if she has been in combat command for years. Benteen displays the real mettle of a captain, however, when she refuses to sacrifice her own crew or that of the *Defiant* for a principle she now sees as unjust. The young captain stands down and is willing to face up to the consequences of her actions.



★ Hard choice

Aboard the **LAKOTA**, Benteen is ordered by Admiral Leyton at Starfleet Command to destroy the **DEFIANT**, but she cannot bring herself to kill other Starfleet officers, and so disobeys his orders.



★ U.S.S. Lakota

Erika Benteen is promoted to the rank of captain by Admiral Leyton and given the command of the **EXCELSIOR**-class **U.S.S. LAKOTA**, which is sent to apprehend the **U.S.S. DEFIANT**.

Spacesuits: 2271

The refit *U.S.S. Enterprise NCC-1701* is equipped with the very latest advances in environmental suit design. The updated spacesuit is far more fitted and secure than previous designs, making dangerous breaches unlikely to occur. It is also equipped with an oxygen unit, small thrusters, and an inbuilt recording device.

During the extensive refit of the *Constitution*-class *U.S.S. Enterprise NCC-1701*, the opportunity is taken to upgrade many of the secondary systems and much of the equipment on board the starship, including the standard issue environmental suit. These suits are rarely used, but they are a vital part of a starship's equipment consignment, as various situations demand the use of environmental or atmospheric aids.

The revised environmental suits are the most sophisticated units to date. Previous designs were loose fitting and at risk of being caught or torn, whereas the new suit's main body section is formfitted to each wearer. No vulnerable systems are positioned where they may be at risk. This all-in-one body piece is constructed of a durable, well insulated material that is thin and comfortable, allowing a greater degree of maneuverability.

In addition, the suit features extensive padding around certain vulnerable areas of the body, particularly joints such as the shoulders, elbows, and knees. The feet are protected by sturdy boots that actually form part of

the suit rather than separate pieces. The main body piece and additional components of the environment suit are colored in one of two tones: either a bright white or a deep orange. These colors, while in keeping with Starfleet's color scheme, also allow officers attired in the environmental suits to be highly visible to other crewmembers.

Survival systems

Over the top of the main body piece is fixed a rectangular unit that extends down to the waist. This unit contains all of the systems needed to provide the wearer with the oxygen necessary for survival in the void of space or an alien atmosphere. Again, this unit is less bulky than earlier designs and dispenses with the need for various tubes and pipes to deliver its gaseous content to the wearer. The front of the unit, which is smoothly contoured to fit seamlessly with the suit's helmet, provides protection for the wearer's chest in the event of any dangerous situations.

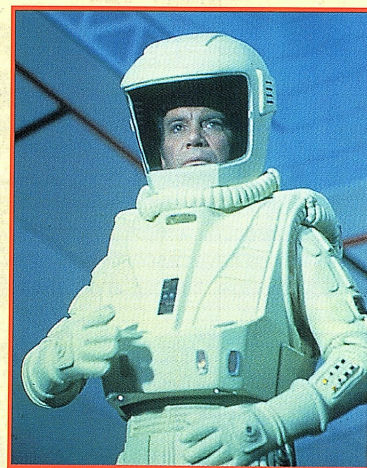
This unit also houses small thrusters that allow *Starfleet* personnel to maneuver in a zero gravity environment. Additionally, a further feature is the placing of

several mounting points on the back that allows a thruster unit to be securely connected to it. These mounting points are designed so as to allow the thruster unit to be quickly released upon the expenditure of its fuel supply.

Unlike the upright helmet used on the environmental suits during the *Enterprise*'s first five-year mission, the new helmet has a spherical design with a large glass screen that affords the wearer a wider field of vision. The helmet is large; because of the increased glass area it effectively covers not only the head, but also some of the shoulders of the person wearing it. On either side of the glass area are positioned 15 small circular lighting elements that provide a small amount of brightness in extremely dark locations.

Communications

The helmet also features a sophisticated computer interface system that includes a communications relay, allowing the wearer to converse with their starship and other, similarly attired personnel. A recording device is also built-in, allowing logs or other relevant information to be kept for later



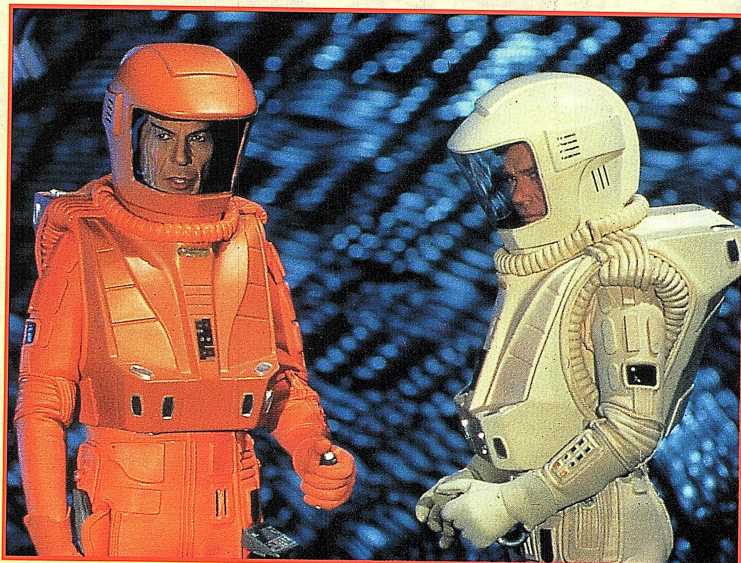
▲ The environmental suits are a vital piece of starship equipment, used for missions involving extra vehicular activity or surveying inhospitable planets.

analysis on board ship.

When not in use, the *Enterprise*'s environmental suits are kept in a dedicated storage room, which also connects to an airlock.

Space rescue

The first use of the *Enterprise*'s new environmental suit occurs during the *V'Ger* encounter in 2271, when **Admiral James T. Kirk** dons such a suit and leaves the confines of the *Enterprise* to retrieve **Commander Spock**. Using the suit's thruster controls, Kirk is able to maintain a relative position to the *Enterprise* as he waits for Spock to return to the vessel. When the unconscious **Vulcan** drifts toward the ship, Kirk is able to grab hold of him and utilize the environmental suit's communications systems to awaken Spock and help him return to the ship.



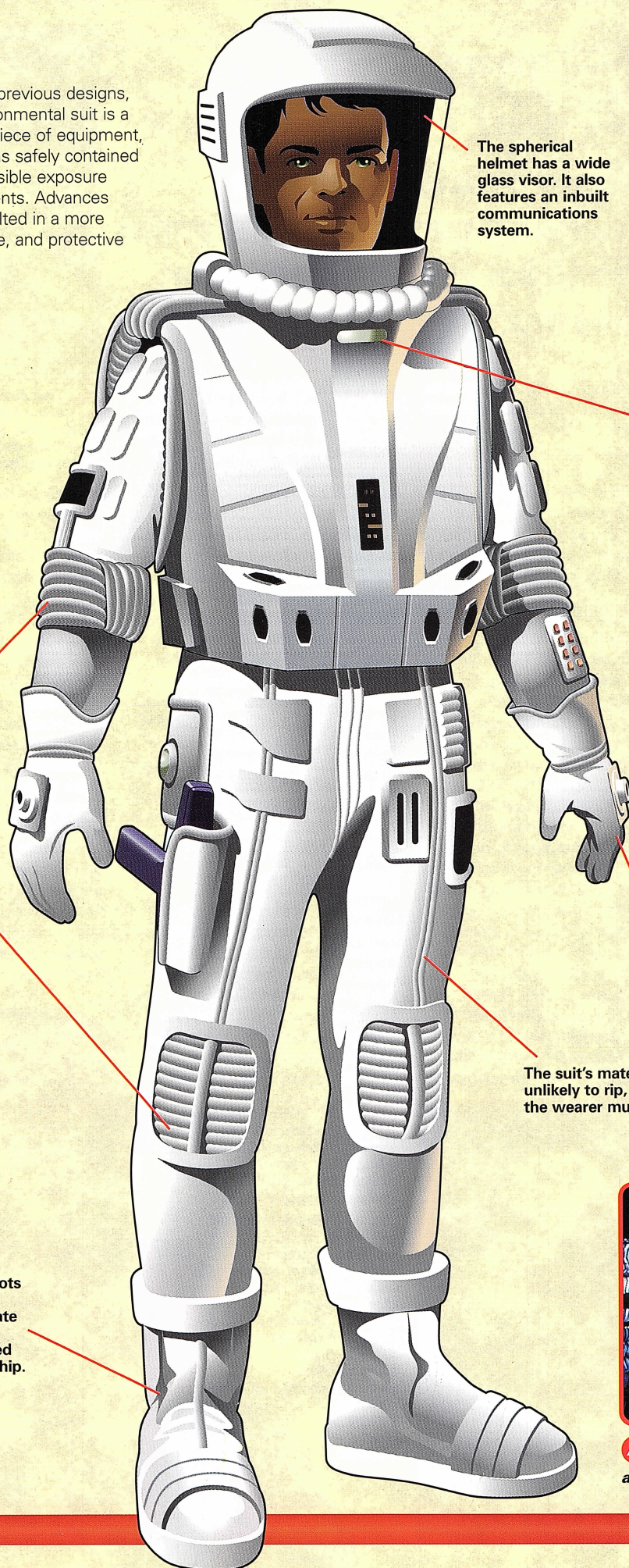
▲ In 2271, the updated environmental suits are used by Kirk and Spock when they venture outside of the U.S.S. ENTERPRISE and encounter V'GER.

► The environmental suits of 2271 are also equipped with a built-in voice recorder that can store spoken reports. Spock uses this device to record his observations as he journeys through V'GER'S vast interior.

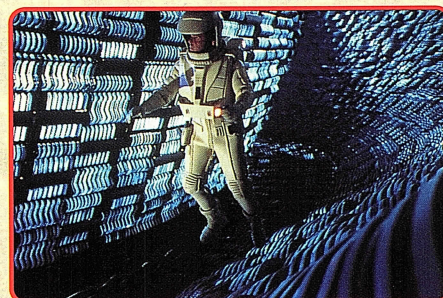


Spacesuits: 2271

Fitted suit Unlike previous designs, the revised environmental suit is a more streamlined piece of equipment, with all vital systems safely contained away from any possible exposure to hazardous elements. Advances in fabrics have resulted in a more comfortable, flexible, and protective spacesuit.



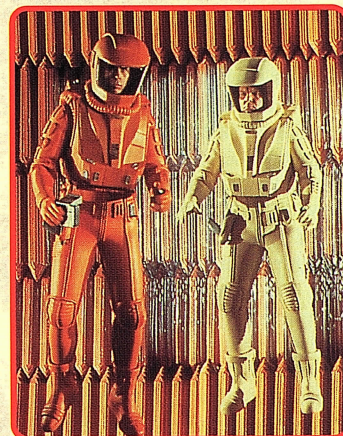
The spherical helmet has a wide glass visor. It also features an inbuilt communications system.



▲ The suit's strong, durable, and well insulated material provides optimum protection for the wearer.

A rectangular unit placed across the chest provides the wearer with oxygen and also houses a small system of thrusters.

The suit features protective padding to protect vulnerable areas such as elbows and knees.

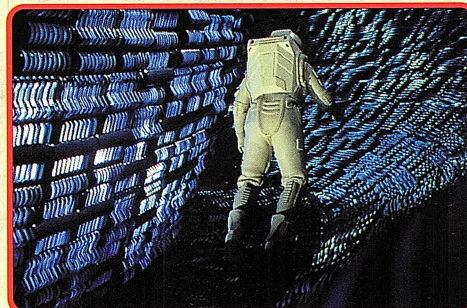


▲ The environmental suits are colored in strong tones, predominantly orange, or predominantly white.

The suit also comes with thick gloves.

The suit's material is extremely strong so it is unlikely to rip, but it is light enough to allow the wearer much maneuverability.

The suit's sturdy boots are built-in, rather than forming separate pieces that must be attached and secured before leaving the ship.



▲ Each suit is equipped with a torso unit that provides mountings on the back for a small thruster unit.



'The Mind's Eye'

Lt. Commander Geordi La Forge is captured by the Romulans and subjected to an intense mind control experiment. When he is returned to the *U.S.S. Enterprise NCC-1701-D*, La Forge is drawn into a plot to assassinate a Klingon official.

En route to **Risa** for a seminar, Lt. Commander Geordi La Forge is captured by Romulans. A scientist named Taibak alters the neural implants on La Forge's VISOR, placing him under Romulan mind control. He returns to the *U.S.S.*

Enterprise NCC-1701-D unaware he has become a remote-controlled assassin.

Meanwhile Vagh, the Klingon governor of Krios, accuses the Federation of aiding a rebel group on his world. Special Emissary Kell asks Captain Jean-Luc Picard to help him investigate this claim.

On Krios, Vagh presents the captain with Federation issue weapons seized from the rebels, but La Forge and Lt. Commander Data discover that the Romulans have manufactured the weapons to resemble Federation rifles. Picard tries to placate Vagh by suggesting the forgeries are part of a Romulan plan to drive the Federation and the Klingon Empire apart. Unfortunately, the fragile truce collapses when the Klingons intercept a shipment of weapons sent from the *Enterprise* to the Kriosian rebels.

Romulan subterfuge

Kell invites Vagh onto the *Enterprise* so he can participate in the enquiry immediately launched by Picard. The emissary's conciliatory manner hides a more sinister agenda: Kell is a Romulan collaborator. He has manipulated La Forge into transporting the weapons off the *Enterprise*, and now orders the chief engineer to murder Vagh before the Romulan plot is uncovered.

Vagh is welcomed onto the *Enterprise* by Picard, and taken to the cargo bay where the weapons were stored. At the same time, Data finds that Romulan E-band emissions, used to brainwash La Forge, have been transmitted to Kell's quarters. Finally putting the pieces of the puzzle together, the android officer helps to save Vagh from the phaser-wielding La Forge.

Kell is implicated in the assassination attempt and placed in Vagh's custody. With war averted, Counselor Deanna Troi begins the slow process of deprogramming the unfortunate La Forge.

STARSHIP FACTS

Shadowy Romulan operative Sela silently observes Geordi La Forge's mental reprogramming.

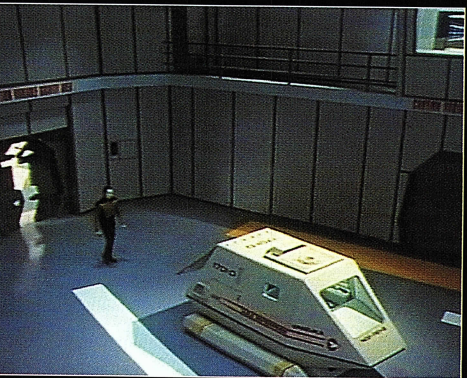
ON SCREEN...



1 Commander Geordi La Forge travels to the pleasure planet Risa for a seminar and vacation. He relaxes in his shuttlecraft with some soothing guitar music.



3 Special Emissary Kell, from the Klingon High Council, arrives on the *U.S.S. ENTERPRISE*. He asks Captain Picard to help investigate a rebellion on the planet Krios.



5 When Data discovers that Geordi's shuttlecraft has recently been held in a tractor beam, he realizes his good friend may now be an unwitting Romulan agent.



2 Romulan operatives, led by the scientist Taibak, capture Geordi and subject him to a mind control program that turns the chief engineer into a remote-controlled killer.



4 Governor Vagh shows Picard Federation weapons seized from the Kriosian rebels. The captain insists that the Federation does not supply terrorist groups.



6 Captain Picard manages to restrain La Forge before he can kill Vagh. Kell is exposed as a Romulan collaborator, and Deanna Troi starts to deprogram Geordi.





'In Theory'

When Lt. Commander Data embarks on his first love affair, with Lt. Jenna D'Sora, he learns there is a world of difference between the theory and practice of human interpersonal relationships.

Lt. Jenna D'Sora finds Lt. Commander Data to be a sympathetic listener in the aftermath of her break-up with fellow crew member Jeff Arton. Jenna is eventually so touched by Data's kindness that she spontaneously plants a kiss on the android officer's synthetic lips.

Data, intrigued by this display of affection, seeks advice on what to do next from a number of his associates, including Guinan, Lt. Commander Geordi La Forge, Lt. Worf, and Counselor Deanna Troi. Data ultimately decides to pursue the relationship, and makes his way to Jenna's quarters bearing a beautiful bunch of *crystilia*. Even though Data's first date preparations leave little room for spontaneous passion, Jenna still rewards his sincerity with another kiss. As the romance progresses, Jenna tries to teach Data the difference between love and logic, but his efforts to mimic the dynamics of a human interpersonal relationship remain forced and artificial.

Space deformations

Meanwhile, the *U.S.S. Enterprise NCC-1701-D* commences a survey of the *Mar Oscura*, an unexplored dark matter nebula. Random objects on the starship suddenly start to collapse on the floor, and the crew discover that the nebula is riddled with gaps in the fabric of space. As the *Enterprise* moves through these deformations, parts of the ship phase out of normal space.

Commander William Riker suggests that a shuttlecraft might be able to guide the *Enterprise* to safety, and Captain Picard insists on serving as pilot. Once he has successfully plotted a course through the nebula, Picard is beamed back onto the *Enterprise* only seconds before his shuttlecraft is destroyed by the spatial gaps.

The crisis averted, Jenna regretfully informs Data that she has decided to end their relationship. She has noticed that she is drawn to detached, unemotional partners, and suspects that an android lover epitomizes this desire. Data, incapable of feeling hurt or angry, simply deletes the relevant subroutines from his *positronic* brain and blankly bids farewell to Jenna.

SECOND OFFICER'S PERSONAL LOG

STARDATE: 44935.6

"After conferring with my colleagues regarding the nature of romantic love in general, and my own situation in particular, I have reached a decision."

ON SCREEN...



1 Lt. Jenna D'Sora first gets to know Data when she joins him and Keiko O'Brien in a shipboard woodwind quartet. Data encourages Jenna to persevere with her music.



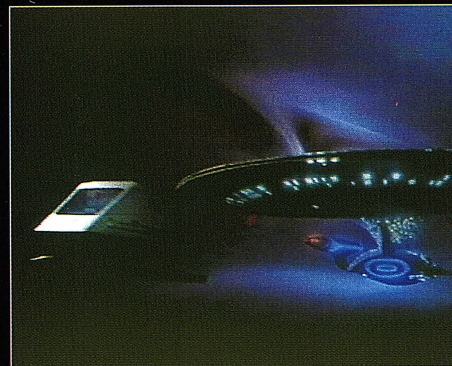
2 Working together on the *U.S.S. Enterprise's* photon torpedoes, Jenna is so moved by Data's sympathy and kindness that she spontaneously gives the android officer a very passionate kiss.



3 Data asks a number of his friends for romantic advice, but finds Guinan's *Prakal II* drink much easier to analyze than the mysteries of the human heart.



4 Even though Data thoroughly researches the dynamics of interpersonal relationships, his attempts to woo Jenna remain stilted and artificial.



5 Captain Picard insists on personally taking out a shuttlecraft and guiding the *ENTERPRISE* through the dangerous *Mar Oscura* nebula.



6 Jenna decides to end her relationship with Data. Unable to feel emotion, Data accepts this news with equanimity and returns to his quiet life with Spot.

STARSHIP FACTS

Keiko O'Brien has resigned herself to the fact that Miles will never learn to pick up and wash his dirty socks.



'Ties of Blood and Water'

Major Kira Nerys is reunited with Cardassian dissident Tekeny Ghemor; shortly after she learns that he has contracted a terminal disease. Kira's faith in her surrogate father is badly shaken when Gul Dukat claims that Ghemor once participated in a horrific massacre on Bajor.

'TIES OF BLOOD AND WATER'

"I wish I had never joined the military, never volunteered for duty on Bajor. But I did. And I can't change that, no matter how much I want to."

— Tekeny Ghemor

Lt. Commander Worf is surprised to witness Major Kira Nerys warmly welcoming a Cardassian onto *Deep Space Nine*. Jadzia Dax is on hand to point out that Legate Tekeny Ghemor is no ordinary Cardassian — he once led a dissident movement against the central command during the Bajoran occupation. Ghemor is like a father to Kira, and she is devastated to learn he has contracted terminal Yarim Fel syndrome.

Ghemor offers to tell Kira everything he knows about the Cardassian government; over the next few days, the major does her best to nurse him through his illness, while passing on the information he has gathered to Starfleet Intelligence.

Not long after, a *Jem'Hadar* Warship approaches *Deep Space Nine*, threatening to launch an attack unless Ghemor is handed over. Gul Dukat, and the new clone of Vorta representative Weyoun, insist their revamped judicial system has cleared the legate of any wrongdoing.

Secret shame

Ghemor refuses to end his exile even when Dukat claims to know the whereabouts of his long-lost daughter, Iliana. Shortly afterward, Dukat gleefully shows Kira military records that implicate Ghemor in a massacre at the Kiessa monastery on Bajor. Ghemor admits he was wrong to participate in the attack, but Kira cannot forgive him for hiding the truth from her.

Odo reminds Kira that Ghemor was only 19 years old at the time of the massacre, and was just one of 400 soldiers at the monastery. The major realizes that Ghemor's presence on the station has stirred up unresolved memories about leaving her real father to die alone during the occupation.

This time, Kira does not run away from a loved one. She returns to Ghemor's bedside, and holds his hand as he passes away. Dukat requests that the Cardassian's body be given a full state funeral. Captain Sisko tells Dukat this will not be possible — Major Kira has already buried Tekeny Ghemor on Bajor, next to her father, Kira Taban.

ON SCREEN...



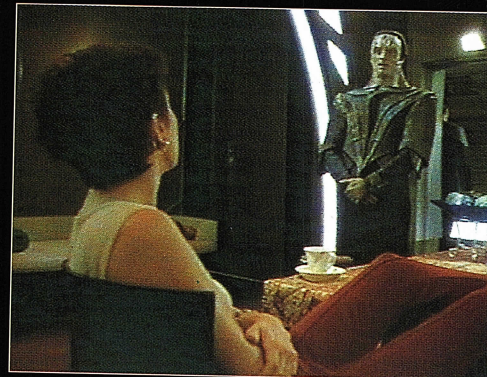
1 Major Kira Nerys warmly welcomes a Cardassian, Legate Tekeny Ghemor, onto station DEEP SPACE NINE, much to the astonishment of Lt. Commander Worf.



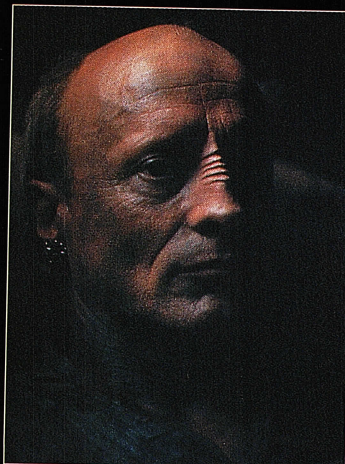
2 Kira thinks of the dissident Ghemor as her surrogate father, so she is heartbroken to learn that he has contracted the terminal Yarim Fel syndrome.



3 Gul Dukat and Weyoun, clearly worried about what information Ghemor will pass onto Starfleet Intelligence, demand that the ailing legate be returned to Cardassia.



4 Dukat later visits Kira Nerys in her quarters and gloatingly claims that Ghemor took part in a horrific massacre at the Kiessa monastery on Bajor.



5 At first, Kira finds it difficult to forgive Ghemor for lying to her. She eventually comes to realize that his illness has stirred up painful, guilty memories of running away from the death of her real father, Kira Taban.



6 The major returns to Ghemor's deathbed shortly before the legate passes away. She then takes his body back to Bajor, and buries him next to Kira Taban's grave.

STARSHIP FACTS

Major Kira has her own section in the Cardassian Central Archives.





'Ferengi Love Songs'

Depressed by his continuing ill fortune, Ferengi barkeep Quark tries to lift his spirits by returning to Ferenginar for a vacation. On arrival he is stunned to learn that his mother, Ishka, has fallen in love with Grand Nagus Zek.

'FERENGI LOVE SONGS'

"I see all these great opportunities out there, but I can't do anything about them. Without a Ferengi Business License ... it's like I don't exist."

— Quark to Ishka

Quark falls into a depression following his blacklisting by the **Ferengi Commerce Authority**. **Rom** tries to cheer his brother up by announcing his marriage to **Leeta**, but when this gambit fails, he forces Quark to visit their mother **Ishka** on **Ferenginar**.

Quark soon finds that Ishka and **Zek**, the **grand nagus**, are now a deeply devoted couple. **Brunt**, the Ferengi liquidator who revoked Quark's Business License, also turns up at Ishka's house, promising that Quark will be granted a new license if he ends his mother's "dangerous" relationship.

Back on **Deep Space Nine**, **Rom** tries to get **Leeta** to sign a punitive prenuptial agreement, or **Waiver of Property and Profit**, so that she will have no claim over his **latinum**. Leeta is understandably insulted by this, and when she refuses to sign the waiver both parties cancel the wedding. Happily, **Chief O'Brien** and **Major Kira** facilitate a reconciliation by persuading Rom to donate his savings to the **Bajoran War Orphans Fund**, thereby canceling the need for any contentious paperwork.

Meanwhile, Quark convinces Zek that Ishka is plotting to overthrow the government. When Brunt learns that the nagus is no longer in love, he reinstates Quark's license.

Zek's failing memory

Quark is appointed first clerk to the grand nagus. He quickly grasps that the nagus's business brain is not as sharp as it once was and, to make matters worse, Brunt admits he knew all about Zek's failing memory. Without Ishka to help the increasingly befuddled Zek, Brunt plans to take over as nagus.

Quark steers Zek through a potentially damaging FCA enquiry, ensuring that Brunt's bid for power is thwarted. Zek accepts he is losing his memory, and agrees to seek out **Vulcan** doctors for treatment. He also resumes his partnership with Ishka when he learns that Quark was simply following his mother's strategy during the enquiry.

Quark returns to **Deep Space Nine** with his license restored and his confidence boosted. He is a true Ferengi once again.

ON SCREEN...



1 Depressed by the closure of his bar and his exclusion from Ferengi society, Quark tries to lift his spirits by visiting his mother Ishka on Ferenginar.



2 Quark learns that Ishka and Zek have fallen madly in love with each other. He hopes that the liaison will lead to the restoration of his Ferengi Business License.



3 Ferengi Liquidator Brunt promises to reinstate Quark's license — on condition that the barkeep ends Ishka and Zek's "perverted" romance.



4 On station **DEEP SPACE NINE**, the wedding of Rom and Leeta is briefly canceled when the dabo girl refuses to sign an offensive prenuptial agreement.



5 Quark is made first clerk to the grand nagus, in reward for warning Zek about Ishka's radical views. It does not take Quark long to realize that his mother has secretly been covering up Zek's failing memory.



6 Zek and Ishka resume their relationship after Quark and his mother foil Brunt's bid to become nagus. Quark returns to his bar a full Ferengi trader once more.

STARSHIP FACTS



Odo arrests General Martok for 'disciplining' a Klingon officer by throwing him off a station crossway.

P continued

phase decompiler

This hand tool was used by Chief O'Brien while repairing a **plasma distribution manifold** in a conduit on **Deep Space Nine**. (*Starship Log*: 'Empok Nor' [DS9]) **SEE FILE 70**

phase discriminator

Data's **positronic brain** has an extremely perceptive phase discriminating amplifier, and this helped reveal the out-of-phase **Devidians** in 2370. Phase discriminators can also surround a user with a protective field. (*Starship Log*: 'Time's Arrow', Part I [TNG]; 'Deadlock' [VOY]) **SEE FILES 69, 71**

phase disruptor

SEE: **disruptor**

phase synchronization adjustment

This procedure is a response to a shuttlecraft inertial damper failure. It is used when there is also **negative field coil response** and the control inputs are blocked. Another option is to flush the **plasma injectors**. (*Starship Log*: 'Parturition' [VOY]) **SEE FILE 71**

phase transition coils

This mechanism transforms whatever is on the **transporter pad** into an energy stream, or **phased matter**, and reorganizes incoming phased matter back into its original form. Unstable **biomatter** cannot be safely transported unless a **Mark VII**, or higher, transporter is used that allows adjustments to the **phase transition inhibitor**.



(*Starship Log*: 'Realm of Fear' [TNG]; 'Family Business' [DS9]) **SEE FILES 59, 69, 70**

Phase transition coils are a vital component of 24th-century transporters. They transform solid matter into a form that can be beamed across the Galaxy.

phase variance

This term refers to fluctuations in natural and artificial emissions. **Thomas Riker's** attempt to mislead **Cardassian** ships with an imitation **U.S.S. Defiant** warp signature failed, as **Commander Sisko** knew what the phase variance should be and could tell that **subspace** harmonics readings were incorrect. The previous year, **Jadzia Dax** ran a phase variant analysis on a **protouniverse** to study its properties. In 2375, a phase variance in **Data's positronic matrix** led to uncharacteristic behavior. (*Starship Log*: 'Defiant' [DS9]; *Star Trek: Insurrection*) **SEE FILES 70, 80**

phased ion cannon

Energy beam weapon. In 2372, the **Mokra Order** claimed to have 85 phased ion cannons on the surface of their planet trained on **U.S.S. Voyager**. The cannons could have destroyed **Voyager**. (*Starship Log*: 'Resistance' [VOY]) **SEE FILES 18, 71**

phased polaron beam

SEE: **polaron**



Phaser weapons have been standard **Starfleet** issue since the 2260's. They replaced the laser guns used before this time.

phaser

This device uses PHASed Energy Rectification and replaced lasers as **Starfleet's** primary weapon after 2254. Phaser weapons have been reconfigured and refined many times over the years; the basic handheld models are the palm, pistol, and rifle types. Large phaser systems are engineered into starships, and occasionally shuttlecraft, for defense. **Intrepid**-class ships can emit **covariant phaser pulses** to penetrate enemy shielding systems. Components of phaser banks include the **phaser generator**, **phaser emitter**, **phaser power couplings**, and backup phaser power couplings. Noncombat devices, such as the **rock-cutting phaser drill**, also employ the same technology. (*Starship Log*: 'Where No Man Has Gone Before' [TOS]; 'Encounter at Farpoint' [TNG]; 'Emissary' [DS9]; 'Caretaker' [VOY]) **SEE FILES 60, 68, 69, 70, 71**

phaser range

Phaser target practice room on the **U.S.S. Enterprise NCC-1701-D**. It accommodates one or more users, encouraging friendly competition. **Guinan** outscored **Worf** on the phaser range. (*Starship Log*: 'A Matter of Honor' [TNG]) **SEE FILES 25, 69**

phasing cloak

This cloaking technology puts a ship out of sync with reality, making it invisible and able to pass through solid matter. (*Starship Log*: 'The Pegasus' [TNG]) **SEE FILES 31, 69**

Pheben system

The crew of the **Klingon** ship **I.K.S. Pagh** carried out undesignated maneuvers on the surface of a planet in this system in 2365. **William Riker** was serving as temporary first officer at this time, as part of **Starfleet's** officer exchange program. (*Starship Log*: 'A Matter of Honor' [TNG]) **SEE FILES 3, 34, 69**

Phelan system

Starfleet wanted **Jean-Luc Picard** to negotiate a trade agreement in the Phelan system in 2368, after helping the **J'naii**. The area is 53 hours travel, at **Warp 6**, from the **J'naii** homeworld. (*Starship Log*: 'The Outcast' [TNG]) **SEE FILES 3, 69**

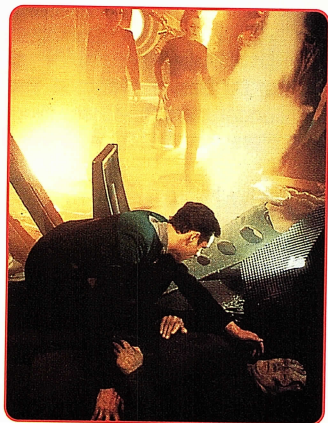
pheromonic sensor

This piece of equipment detects the presence of a particular species and then triggers an explosive device. Pheromonic sensors are often used by **Flaxian** assassins. (*Starship Log*: 'Improbable Cause' [DS9]) **SEE FILE 70**

phase decompiler
phase discriminator
phase disruptor
phase synchronization adjustment
phase transition coils
phase variance
phased ion cannon
phased polaron beam
phaser
phaser range
phasing cloak
Pheben system
Phelan system
pheromonic sensor
Philana
Phillips, Zoey
Phoenix
Phoenix, U.S.S.
Phoenix Cluster
phoretic analyzer
photokinetic
photon grenade
photon pulse
photon torpedoes
photonic beings
photonic charges
photoplasma
Phyrox plague
physiometric program
physiosensor
physiostimulator



The phaser range on the **U.S.S. ENTERPRISE NCC-1701-D** was often used for recreation as well as training.



Garak was injured by a **pheromonic sensor** primed to go off in the presence of **Cardassians**.

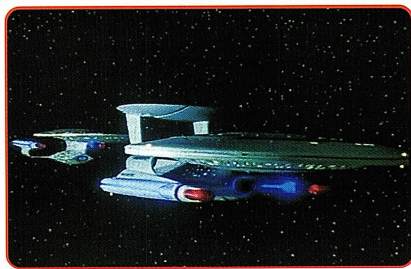


Philana enjoyed the life-style on Platonius, which mirrored Earth's ancient Greek civilization.

Philana Resident of **Platonius** and wife of its leader, **Parmen**. Philana's request for medical help brought the **U.S.S. Enterprise NCC-1701** to Platonius in 2268, by which time she was 2300 years old. (*Starship Log: 'Plato's Stepchildren' [TOS]*) **SEE FILES 18, 68**

Phillips, Zoey **Benjamin Sisko** dated this girl for three years during his teens. They met when she moved into his neighborhood, and he asked her out before her parents finished beaming in the furniture. (*Starship Log: 'Paradise Lost' [DS9]*) **SEE FILES 43, 70**

Phoenix **Zefram Cochrane's** prototype spaceship was built from an old nuclear missile; it was the first ever Earth vessel to utilize warp drive technology. The *Phoenix's* maiden voyage in 2063 prompted Earth's **first contact** with extraterrestrials. (*Starship Log: 'Year of Hell', Part 1 [VOY]; Star Trek: First Contact*) **SEE FILES 33, 44, 71, 79**



Captain Maxwell of the U.S.S. PHOENIX hated the Cardassians and sought revenge for the death of his family. The U.S.S. ENTERPRISE NCC-1701-D was sent to stop him as his actions could have caused another war.

Phoenix, U.S.S.

Nebula-class starship, registry **NCC-65420**. In 2367, the *Phoenix* executed a rogue attack on **Cardassian** targets, destroying a science station and two ships. Its commanding officer, **Captain Benjamin Maxwell**, hoped to expose secret Cardassian invasion plans. (*Starship Log: 'The Wounded' [TNG]*) **SEE FILES 31, 69**

Phoenix Cluster In 2368, 15 science teams joined the **U.S.S. Enterprise NCC-1701-D** for a five-week, first-look mission to this star field. An unexpected diplomatic assignment cut the venture down to two weeks. (*Starship Log: 'The Game' [TNG]*) **SEE FILE 69**

phoretic analyzer **Odo** poured himself into a phoretic analyzer at **Dr. Bashir's** request. Bashir believed it would enable him to better understand the Changeling's biochemistry. (*Starship Log: 'Dramatis Personae' [DS9]*) **SEE FILE 70**

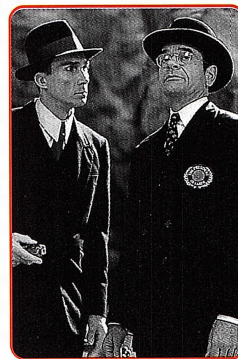
photokinetic This term combines the words photon and kinetic to describe the underlying structure of **holodeck** reality: light in motion. (*Starship Log: 'It's Only a Paper Moon' [DS9]*) **SEE FILES 59, 70**

photon grenade This weapon produces a short-range electromagnetic pulse which can stun or kill, as selected. **Geordi La Forge** suggested beaming a photon grenade during a hostage retrieval action on **Turkana IV**. In 2374, **Tom Paris** discovered that if the **Krenim Temporal Weapon Ship's** temporal core was taken offline, its shielding could not stand up to a photon grenade. (*Starship Log: 'Legacy' [TNG]; 'Year of Hell', Part II [VOY]*) **SEE FILES 60, 69, 71**

photon pulse **Kovin's** ship used this energy weapon against the **U.S.S. Voyager** in 2374. The arms merchant and his vessel were obliterated when his weapon system overloaded. (*Starship Log: 'Retrospect' [VOY]*) **SEE FILES 40, 71**

photon torpedoes This guided missile carried by **Federation** vessels can be used while traveling at warp speed. It is composed of a casing, magnetic container, matter, and antimatter. **Galaxy-class** ships carry 250 torpedoes. The **U.S.S. Voyager** carried the more advanced **type-6** torpedoes. (*Starship Log: 'The Arsenal of Freedom [TNG]; 'If Wishes Were Horses' [DS9]; 'Dreadnought' [VOY]*) **SEE FILES 19, 25, 29, 31, 60, 69, 70, 71**

photonic beings Noncorporeal life forms based on photons. Two photonic beings were accidentally kidnapped by the **U.S.S.**



Voyager in 2371, and released after they used the **holodeck** to communicate. In 2375, transdimensional photonic explorers thought that the photonically-based characters in **Tom Paris's Captain Proton holoprogram** were real, and rejected the notion of carbon-based life. The **EMH** is also photon-based, prompting **Neelix** to jokingly offer him a photonic snack when the Doctor appeared in his mess hall. (*Starship Log: 'Heroes and Demons' [VOY]*) **SEE FILES 18, 56, 59, 71**

The EMH was the only member of the U.S.S. VOYAGER crew recognized as a real being by other photonic life forms.

photonic charges **Kazon-Nistrim** ships defended themselves with photonic charges. **Tom Paris's Delta Flyer** was equipped with powerful photonic missiles, designed and installed by **Seven of Nine**. (*Starship Log: 'Maneuvers' [VOY]*) **SEE FILES 29, 71**

photoplasma Personnel walking through unfamiliar territory might use photoplasma to leave a trail that can be detected later, and used on the return journey. (*Starship Log: 'Twisted' [VOY]*) **SEE FILES 66, 71**

Phyrox plague This deadly disease ran rampant on **Cor Caroli V** in 2366. **Starfleet** kept secret the disease's outbreak and eventual eradication by **Captain Picard**. (*Starship Log: 'Allegiance' [TNG]*) **SEE FILE 69**

physiometric program This device receives, stores, and analyzes physiological information transmitted by a **subdermal bioprobe**. **Captain Janeway's** internal body functions were monitored by the **EMH** as she attempted to appease **Nechani** spirits. (*Starship Log: 'Sacred Ground' [VOY]*) **SEE FILE 71**

physiosensor Information gathering devices such as these are incorporated into **biobeds**. Each sickbay biobed is equipped with a number of physiosensors that collect and report the patient's vital signs in real time. Physiosensors require occasional recalibration. (*Starship Log: 'Vis à Vis' [VOY]*) **SEE FILES 65, 71**

physiostimulator This handheld medical device invigorates sluggish body functions. **Dr. McCoy** used one on **Captain Kirk** to help him 'recover' from the effects of the **Vulcan death grip** – in truth, there is no such move and there was nothing seriously wrong with Kirk. (*Starship Log: 'The Enterprise Incident' [TOS]*) **SEE FILE 68**

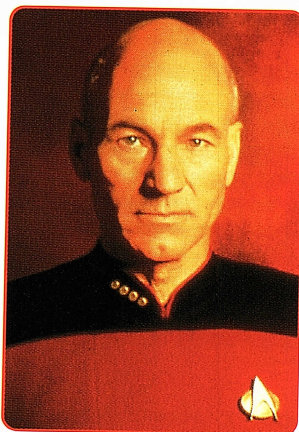
P continued

Pi This *Romulan Scout Ship* was carrying **Centurion Bochra** and **Patahk** when it crashed on **Galorndon Core** in 2366. The passengers survived the crash and the ship self-destructed soon after. (*Starship Log: 'The Enemy'* [TNG]) **SEE FILES 35, 69**

Picard, Javier Maribona SEE: **Maribona-Picard, Javier**

Picard, Jean-Luc

Explorer, diplomat, and captain of the *U.S.S. Stargazer NCC-2893*, *U.S.S. Enterprise NCC-1701-D*, and *U.S.S. Enterprise NCC-1701-E*. Picard was born on **Earth** in 2305 to **Maurice** and **Yvette Gessard Picard**, and lived on the family farm in **Labarre, France**, with his older brother **Robert**. Jean-Luc failed his first attempt to enter **Starfleet Academy**, but later succeeded. He never married, but is close to **Dr. Beverly Crusher** and her son **Wesley**. (*Starship Log: 'Encounter at Farpoint', Part I* [TNG]; *Star Trek Generations*; *Star Trek: First Contact*; *Star Trek: Insurrection*) **SEE FILES 19, 25, 43, 69, 78, 79, 80**



▲ **Jean-Luc Picard** was assigned to the *U.S.S. ENTERPRISE NCC-1701-D* in 2363, and has since been at the center of several historic events.

Picard, Marie Jean-Luc Picard's sister-in-law. (*Starship Log: 'Family'* [TNG]) **SEE FILES 43, 69**

Picard, Rene Jean-Luc Picard's nephew, the son of **Robert** and **Marie Picard**. Rene died with his father in a fire in 2371, but Jean-Luc encountered a version of him inside the **nexus**. (*Starship Log: 'Family'* [TNG]; *Star Trek Generations*) **SEE FILES 43, 69, 78**

Picard, Robert Jean-Luc Picard's older brother. Robert stayed on **Earth** to work the family vineyard. His relationship with Jean-Luc was strained, but they were reconciled before Robert's death in 2371. (*Starship Log: 'Family'* [TNG]; *Star Trek Generations*) **SEE FILES 43, 69, 78**



▲ **Captain Picard's brother, Robert**, was married to **Marie**. He had one son, **Rene**.

'Picard Delta One' This **holodeck** program was created in 2369 to run indefinitely, in order to give the holographic **Moriarty** and **Countess Barthalomew** the illusion of leaving the *U.S.S. Enterprise NCC-1701-D* and exploring the universe. (*Starship Log: 'Ship in a Bottle'* [TNG]) **SEE FILES 56, 59, 69**



▲ **Rene Picard** looked forward to one day following in his uncle's adventurous footsteps, but a tragic accident prevented this dream from becoming a reality. In 2373, Jean-Luc Picard was overjoyed to find a version of Rene inside the **nexus**.

Picard Maneuver

Jean-Luc Picard devised this innovative strategy in 2355. He jumped the *U.S.S. Stargazer* to lightspeed, and in the second it took for an opponent's lightspeed sensors to reflect the move, two ships appeared on their monitors, disorienting the enemy and giving Picard the opportunity to fire. (*Starship Log: 'The Battle'* [TNG]) **SEE FILES 19, 43, 69**

'Picard Mozart Trio, program 1'

A recording of an instrumental composition, minus the flute part, which Jean-Luc Picard provided using his **Ressikan flute**. (*Starship Log: 'A Fistful of Data's'* [TNG]) **SEE FILE 69**

'Picnic on Rymus Major'

This **holosuite** program replicates a planet with two suns, waterfalls, flitterbirds, and Mordian butterflies. When **Quark** installed his first holosuite in 2363, he and his then girlfriend **Natima Lang** spent time there. (*Starship Log: 'Profit and Loss'* [DS9]) **SEE FILES 51, 70**

Pierce, Walter J.

This jealous **Starfleet** engineer murdered his girlfriend and her lover in 2362, and then committed suicide in the **plasma stream** of the *U.S.S. Enterprise NCC-1701-D*. As Pierce was one-quarter **Betazoid**, his actions left empathic traces that compelled other empathys to repeat his actions. (*Starship Log: 'Eye of the Beholder'* [TNG]) **SEE FILE 69**

Piersall, Lt. Commander

In 2370, Piersall was commander of the science vessel *U.S.S. Prometheus*. He facilitated **Professor Gideon Seyetik's** efforts to reignite the star **Epsilon 119**. (*Starship Log: 'Second Sight'* [DS9]) **SEE FILES 31, 70**

Pierson, Lieutenant

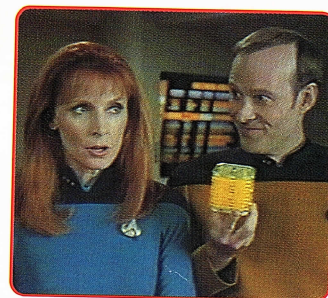
In 2369, this *U.S.S. Enterprise NCC-1701-D* crewman was assigned to engineering. Pierson labored on **Dr. Farallon's** troubled **particle fountain** prototype. (*Starship Log: 'The Quality of Life'* [TNG]) **SEE FILES 25, 69**

Piggy

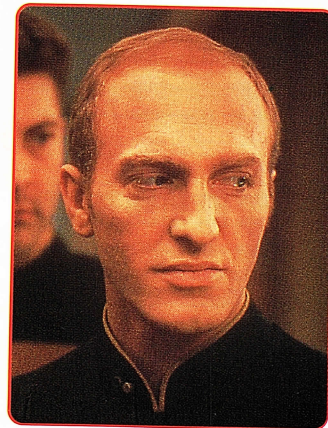
Molly O'Brien owned this large, gray stuffed toy in 2371. Piggy appeared to have more in common with a **Klingon targ** than a pig. (*Starship Log: 'Fascination'* [DS9]) **SEE FILES 44, 70**

Pi

Picard, Javier Maribona
Picard, Jean-Luc
Picard, Marie
Picard, Rene
Picard, Robert
'Picard Delta One'
Picard Maneuver
'Picard Mozart Trio, program 1'
'Picnic on Rymus Major'
Pierce, Walter J.
Piersall, Lt. Commander
Pierson, Lieutenant
Piggy
Pike, Captain Christopher
Pike, Shuttlepod
Pike City
Pinar, Deputy
Pinder, Lieutenant
Pioneer 10
"Pip im gren tovat. Yop bree gren skin law po far."
Piper, Dr. Mark
piplus claw
Pirak, Gul
Piri
pistol
Pit
pit, the
Plak-tow
Planet 892-IV



▲ The program **'Picard Delta One'** was contained in a small, portable holographic enhancement module.



▲ **Engineering officer Lt. Walter J. Pierce** helped build the *U.S.S. ENTERPRISE NCC-1701-D*.



Pike, Captain Christopher

Captain of the **U.S.S. Enterprise NCC-1701** from 2250 to 2263. In 2266, after Pike was paralyzed in a disastrous accident, **Spock** kidnapped him to **Talos IV**, where **Talosian** illusions could give him the fantasy of a full and healthy life. (*Starship Log*: 'The Cage'; 'The Menagerie', Parts I and II [TOS]) **SEE FILES 18, 43, 67, 68**

▶ **Christopher Pike was left paralyzed by serious injuries he sustained aboard a CLASS-J TRAINING SHIP in 2266.**

Pike, Shuttlepod

This two-person sublight craft, used on the **U.S.S. Enterprise NCC-1701-D**, was destroyed in 2366 by **Kivas Fajo** to cover his abduction of **Data**. It was named for **Captain Christopher Pike**. (*Starship Log*: 'The Most Toys' [TNG]) **SEE FILES 25, 69**

Pike City

The brother of **Kasidy Yates** lived in this metropolis on **Cestus III** in 2371. When Yates first met **Benjamin Sisko**, her brother was part of a recently formed, six-team baseball league. She gave Sisko a baseball hat from her brother's team, the **Pike City Pioneers**, in 2372. (*Starship Log*: 'Family Business' [DS9]) **SEE FILES 7, 43, 44, 70**

Pinar, Deputy

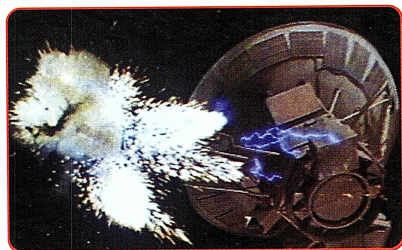
This **Bajoran** male security officer worked under **Odo** on **Deep Space Nine** in 2374. Pinar was guarding the 18-year-old feral **Molly O'Brien** in the security cells when **Miles O'Brien** sedated him and freed her. (*Starship Log*: 'Time's Orphan' [DS9]) **SEE FILE 70**

Pinder, Lieutenant

U.S.S. Enterprise NCC-1701-D crew member in 2369. Pinder's section included **Ensign Janeway**, who complained to **Counselor Troi** that Pinder did not want her in his group and was over-critical. (*Starship Log*: 'Man of the People' [TNG]) **SEE FILES 25, 69**

Pioneer 10

This automated, unmanned craft was the first instrumented probe from Earth to travel beyond the solar system. The 20th-century satellite crossed paths with **Klingon Captain Klaa** in 2287. He blasted it into oblivion for target practice. (*Starship Log*: *Star Trek V: The Final Frontier*) **SEE FILES 33, 76**



▶ **PIONEER 10 was launched from Earth in 1972. After passing Pluto, it drifted in space until it was destroyed in 2287.**

"Pip im gren tovat. Yop bree gren skin law po far."

Quark used these words – a phrase from his native **Ferengi** language – to address **Rom** following their craft's systems failure en route to Earth. It translates as: "This is all your fault. I told you to check the ship." (*Starship Log*: 'Little Green Men' [DS9]) **SEE FILE 70**

Piper, Dr. Mark

Chief medical officer and head of the life sciences department on the **U.S.S. Enterprise NCC-1701** in 2265. Piper was baffled by **Gary Mitchell**'s transformation after the ship passed through the Galactic Barrier. (*Starship Log*: 'Where No Man Has Gone Before' [TOS]) **SEE FILES 20, 68**

pipius claw

Item found on a **Klingon** menu. In 2365, **William Riker** prepared his palate for a brief tour of duty on the Klingon vessel **I.K.S. Pagh** by sampling this and other Klingon cuisine. (*Starship Log*: 'A Matter of Honor' [TNG]) **SEE FILES 11, 69**

Pirak, Gul

This **Cardassian** served as a weapons depot commander on **Bajor** during the occupation, and killed 15 farmers for not displaying a Cardassian banner. During a resistance raid, **Kira Nerys** delivered a plasma charge that killed Pirak's family and seriously disfigured his servant, **Silaran Prin**. (*Starship Log*: 'The Darkness and the Light' [DS9]) **SEE FILE 70**

Piri

This 14-year-old **Akritirian** girl traveled with her terrorist brother, **Vel**. Both were members of the **Open Sky** organization, which was responsible for bombing a recreation center. Piri blurted out that she knew the location of the Akritirian prison where **Tom Paris** and **Harry Kim** were incarcerated, but was clearly terrified of the idea of being sent to the prison herself. (*Starship Log*: 'The Chute' [VOY]) **SEE FILES 40, 71**



▶ **Piri and her brother disagreed with many of their homeworld's laws.**

pistol

The holographic **Leonardo da Vinci** gave this name to a **Starfleet phaser** he found in his workshop. He told **Captain Janeway** it "captured the energy of a thunderstorm," and then "shot a bolt of lightning." (*Starship Log*: 'Concerning Flight' [VOY]) **SEE FILE 71**

Pit

Dominant bully in the **Akritirian** prison where **Tom Paris** and **Harry Kim** were incarcerated in 2373. When Harry Kim first arrived, Pit tried to 'claim' him, but Paris fought him off and claimed Kim for himself. (*Starship Log*: 'The Chute' [VOY]) **SEE FILES 71**

pit, the

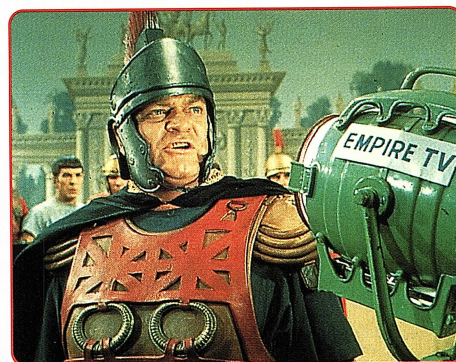
Engineering service access area surrounding **Deep Space Nine's** Operations Center command area. **Kirayoshi O'Brien** was finally lulled to sleep by the pit's flashing lights, **optronic emitter** hum, and **ODN relay** vibrations. (*Starship Log*: 'Business As Usual' [DS9]) **SEE FILE 70**

Plak-tow

The most dangerous stage of the **Vulcan Pon farr**. The male's blood burns, he cannot speak, and if he does not immediately take a mate or engage in ritual combat, he dies. (*Starship Log*: 'Amok Time' [TOS]; 'Blood Fever' [VOY]) **SEE FILES 8, 43, 68, 71**

Planet 892-IV

This **Class-M** planet has a society similar to Earth's Roman Empire, but with 20th-century technology. In 2368, it was ruled by **Proconsul Claudius Marcus**. In 2261, the crew of the failing **Federation** vessel the **S.S. Beagle** came to this world. (*Starship Log*: 'Bread and Circuses' [TOS]) **SEE FILES 5, 18, 68**



▶ **Planet 892-IV is a good example of Hodgkins' Law of Parallel Planet Development.**